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SEGA SATURN

PANZER DRAGOON

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SEGA

#16
APRIL '95
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BRITAIN'S ONLY OFFICIAL SEGA MAGAZINE

X-MEN 2

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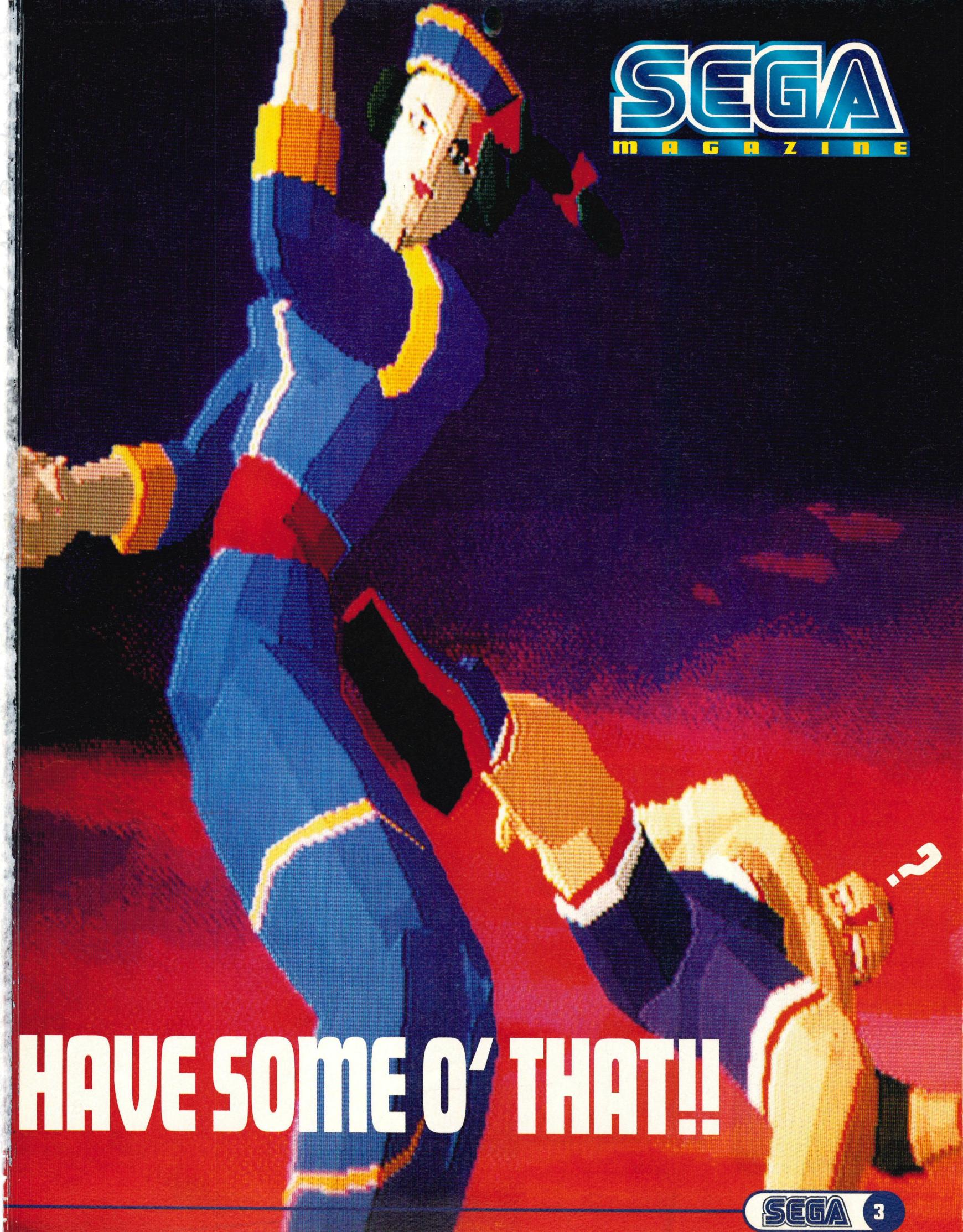
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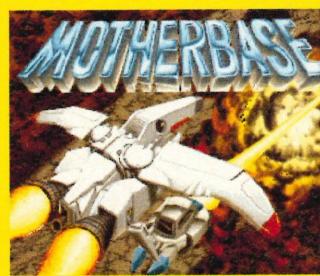
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SEGA
MAGAZINE

HAVE SOME O' THAT!!!



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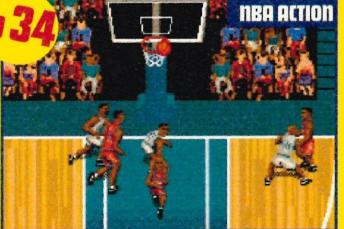
Wolverines, Gambit, Cyclops and the rest of the gang return for yet another X-Men episode on the Megadrive this month – although it's probably the last time you'll see them on the 16-bit. Discover why they've teamed up with an arch enemy for their latest adventure, and how he can help them march on to victory in the Clone Wars!



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PANZER DRAGOON

TS



SHOWCASES

X-MEN 2 42

The X-Men are back (again) and this time they even team up with a few old enemies to defeat the dark forces. But can the Megadrive stand any more of this mutant malarkey?

X-MEN COIN-OP 46

Just released into the arcades, this all-new X-Men coin op will be winging its way on to the Saturn in a couple of months. With any luck it should be a perfect conversion too.

BATMAN AND ROBIN 48

This all-new Batman epic is nearing completion and preparing for battle with the platforming big boys. We assess its chances in this two-page feature.

SPIDERMAN 50

With the new Spidey adventures about to explode on to your TV screen, we take a look at the impending Megadrive title, and a few of the older Spidey adventures too.

JUDGE DREDD 52

Young joyriders of the future won't be packed off to fun-filled holidays in the sun to put them back on the straight and narrow. Nope, they'll be slung into the iso-cubes after facing super-cop of the future, Judge Dredd. Read all about his comic, movie and forthcoming game in this three page feature.

COMIX ZONE 57

Heh heh heh. Can you tell what it is yet? Unfortunately, Rolf Harris doesn't make a cameo appearance in this game, but all his draw-as-you-go antics have been faithfully reproduced for this comic-cartoon game with a difference.

PANZER DRAGOON 58

After months and months of development, Panzer Dragoon is finally complete. We've managed to get a peek at the finished version before it's even released in Japan, and as you'd expect, it's utterly brilliant!

VICTORY GOAL 66

Look, they might be great at cutesy puzzlers and platformers, but the Japanese sure have a lot to learn about footie – as this Saturn version of events illustrates quite nicely. Find out why Victory Goal will be subjected to many alterations before it's released in Blighty at the end of the year.

DAYTONA 68

It's one of the hottest arcade games ever, it's coming to the Saturn and we've been following its development closely. Well, with the stunning conversion nearing completion, we check on its progress and even find out what problems programming team extraordinaire, AM2, have had with it.



ISSUE

16
CONTRA
2
JUDGE DREDD
VICTORY GOAL
DAYTONA 68

ENTER THE COMICS ZONE!

ENTER... THE COMICS ZONE!

I've always been partial to a good comic book, and despite falling sales in the comic industry, the big name characters are still selling huge

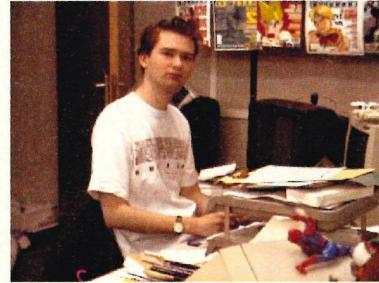
amounts of issues per month - thus the arrival of a vast amount of new comics-related titles on Megadrive.

Leading off with the X-Men in both their new Megadrive and arcade guises, we thoroughly investigate which characters are heading for the 16-bit machine. Look out for special guest appearances from Spider-Man, Batman and Judge

Dredd. We'll also be showing off a little bit of Sega's big summer game, the highly original Comix Zone.

Over the past few months, we've come to be synonymous with the big 32-bit releases, and this month we further cement this reputation with a huge exposé of what is definitely the most spectacular-looking Saturn title to date: Panzer Dragoon. Back-up Saturn features include looks at Daytona USA and the disappointing Victory Goal. Megadrive 32X gets a sizeable look-in this month as we reveal Core Design's 32X titles, and preview Motherbase and the very promising Stellar Assault. If you think this line-up is cool, just wait until you see what we've got planned for next month...

RICHARD LEADBETTER



The X-Men in both their new Megadrive and arcade guises, we thoroughly investigate which characters are heading for the 16-bit machine. Look out for special guest appearances from Spider-Man, Batman and Judge



RICKY

Aah, as we write this issue we're all in our little post-Valentine hazes. Except Ricky. The Leadbeteister spent the fourteenth stalking the streets in Puritan dress, poking courting couples in the ribs with a stick. Sadly for him most people just thought he was a kinky kissogram, gave him five pounds and chortled at him. Sadly for us he invested this cash in a new set of nipple extractors.



SAM

No nipple-extracting fun for Samolina at present. She was out of the office for a Val's Day field trip with the Young Cthonians, of which she is Chief High Gougestrel. The occasion they were celebrating was in fact the lesser-known Spiteful Neighbours Day, where the kids were encouraged let down the tyres/taunt the dogs/kill the children of the people next door.



TOMMY G.

In a bid to spice up his spare time, Tom spent the day surfing the Alpine waves on his snowboard, man. Yeah, he was really kicking it to the slaprap, homeboys. Footage of Tom sliding slowly backwards down an artificial slope, firmly grasping the hands of a bemused instructor whilst whimpering and looking lost is available from this address for a nominal fee.



CREDITS

MAN WITH THE PLAN**RICHARD LEADBETTER****MAN WITH THE BEARD****TOM COX****DEPUTY MAN WITH THE PLAN****SAM HICKMAN****DEPUTY MAN WITH THE BEARD****CLAIRE COULTHARD****MAN WITH ONE RED SHOE****TOM GUISE****MEN WITH ALL THE CATCHPHRASES****RAD AUTOMATIC****PAUL GLANCEY****ED LOMAS****SEGA LIAISON****MARK MASLOWICZ****GUY PEARCE****ADVERTISING MANAGER**
LIZA HAWKES**BEDROCK OF SANITY**
SARAH-JANE LEAVY
NICK CLARIDGE**PRODUCT MANAGER**
NICHOLA BENTLEY**COVER ILLUSTRATION**
X-men © Marvel Comics Limited 1995.**SPECIAL THANKS:**

To everyone at SSM for the snowboarding, Simon Smith Wright at Acclaim, James Stewart at Probe, David Leach at Marvel and everyone at Fleetway. Again.

All Judge Dredd artwork © Fleetway Editions 1995 as seen in 2000 AD.

SPECIAL NO THANKS:
To everyone at SSM for all the bruises.**EDITORIAL GIANT PORE IN THE SKIN OF THE BEAST:**
Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

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BARRY WIGHT – THE WALRUS OF GAMES

Hiiii. I'd like to welcome you all to my Satin Lounge of Software, especially all you beautiful ladies out there. Y'know, some people say to me "Hey Barry, how come you just sit there all day eating pizza and playing Sonic & Knuckles? Why don't you get a job?". But y'know there's nothing a beautiful lady likes better than a man who's good with his hands, you know what I'm saying, so when I get the chance I like to show them all a seven-hit re-dizzy combo for every character in Streetfighter. After that I'll dim the lights, slow down the music and get comfortable for a slow comfortable session of Micro Machines 2 – and I think you know what I mean. Full-on tournament play, baby. Yeah.

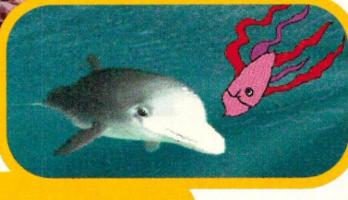
Hey – you kids be good and call back next time, y'hear?

Ciao, l'il whales

Baz

TOM AND TOM'S MACMAN CHALLENGE. A GOOD LOSER.

OK smarty pants, so you beat me fair and square...hope you like the prize, I know it's something you always wanted. There you go David (Headless Zegu 2) Collier from Bushey, Watford or whatever your name is, Your name's in print for all the world to see. Satisfied? Yes I lie beaten. Whooped. But I tried godammit! At least I tried, tried and failed...go on rub it in, tell all your friends, humiliate me, see if I care. Have y'had enough, or d'ya want some more? Maybe you'd like to make me walk down the street naked, maybe you'd like me to fall over when I'm running for the bus with everybody watching? Have y' finished playing yo-yo with my emotions? Have you? One minute I'm the king and the next I'm nothing, nothing d'ya hear me, driven back to zero, put back on square one, forced back to the primitive existence I thought was behind me...for-ever. The bad times they knock on my door...once again, Nnnoooooooooooooo! My dom-in-a-tion of Macman hath been quosh-ed! So it must be! If I go then the mortals of this dark planet shall perish as well, ha, hhhaaaaaiieee! By Odin and his mighty powers let the mountains crumble into the sea, let the land crack and dissolve before thine very eyes, let the skies blacken to never again let in the sweet light of the sun itself which in turn shall shrivel and turn green, a bit like a mouldy potato. Let mankind be forced to wear tight fitting underwear for all eternity, let the only food available be spinach and egg, let Tottenham Hotspur win the league, let Ann and Nick be the only people on telly 24 hours a day...no.. actually that one's a bit harsh, I take it back. Let fat selfish, greedy politicians rule the world...what? ...already? Ah hal good there you see mortals my plan is happening already! Let that horrible bit of fluff you get down the crack of yoursnore, snore...

**STOP PRESS!**

In a bizarre and unprecedented twist to the current game-to-film palaver, news has just reached us that our very own Rich Leadbetter is to star in the forthcoming cinematic version of Ecco the Dolphin. "I'm playing Funky, Ecco's friend. He's a giant squid with red tentacles who guides Ecco through his adventures," quoth our esteemed editor. But surely such roles must require a huge amount of make-up and special effects? "Oh yes, the whole process involves tons of foam rubber, modelling plastic, Silicon Graphics workstations, specialised photography and blue-screen effects. Fortunately though I'm naturally photogenic and require merely motivation to slip into my undersea role".

Hall of Fame		
HALL OF FAMER	SCORE	START
David C	465700	1 9
David(H2)C	234850	4 3
Flump	86410	1 9
Anon-e-moos	68940	1 9
Trunga	66330	1 6
Nanny	60920	1 3
David C	55710	1 9
dilbert	44030	1 9

CLAIRE

Claire was made up when she received her very own personal card from



Sonic the Hedgehog. The squidgey teddy bear on the front didn't put her off, and neither did the fact that the signature looked like a cheap laser print reproduction. It was only when she realised it was actually addressed to Tom G that Claire's disappointment became palpable.

TOMMY C.

There was only one way our Heavy Metal Lovegod could possibly spend Valentine's Day – designing our magazine. Despite his lovely beard and rock animal persona, Tom is still searching for Slow Boat to Barnet's first groupie. Ones that look like Pacman would be especially welcome to our Tommy.

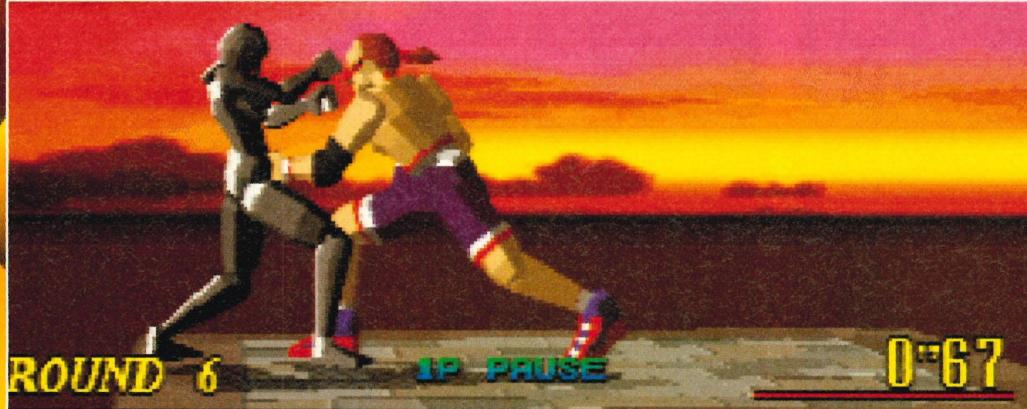
**RAD**

This month we found out that Rad isn't, actually, real. He's just a manifestation of our collective consciousness. Or so he says, anyway. He reckons he is, in fact, nothing more than a trance-like state reached by member of the team during times of stress. Mind you, this might just be a protracted excuse for not doing any work again.





SUPER



VIRTUA FIGHTER LATEST!

After four months of solid popularity, **Virtua Fighter** on Saturn was beginning to lose some of its appeal for Japanese gamers. However, AM2 have kept up the game's momentum by releasing some excellent "cheats" for the game.

Elsewhere on these pages, you'll find codes to alter the size of the ring, initiate a level select and (best of all) choose to play as Dural - the most special-move laden character in the entire game.

Other **Virtua Fighter** news: the Megadrive 32X version of the game is now in the initial stages of development. The coding is actually being handled by a special team of ex-AM2 coders, reporting directly to the main department. The fact that outside talent was brought in is probably down to the fact that AM2 lead programmer Keiji Okayasu has pulled all internal personnel to finish off **Saturn Daytona USA** (see page 68). We needn't worry too much about the quality of the game as **Virtua Fighter 32X**, like all AM2 titles will need to be passed personally by Yu Suzuki himself.

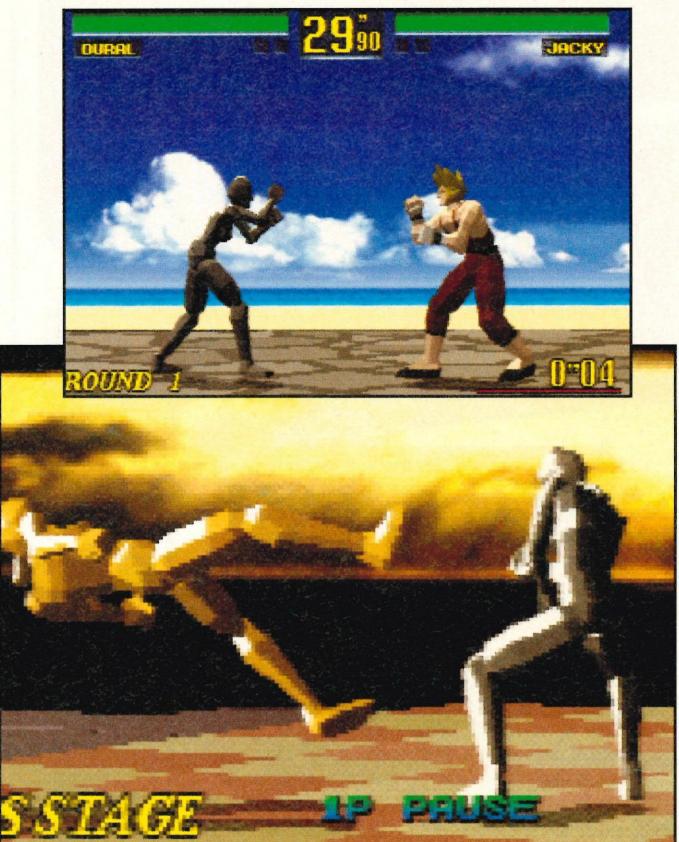
PLAY AS DURAL!

On the character select screen, press DOWN, UP, RIGHT then hold down A and LEFT simultaneously.

If you've done it properly, you'll hear a laser effect from the sound test, then you should be on your way. Dural has a huge amount of special attacks at its disposal - just about every key move from every player!

LEVEL SELECT AND RING SIZE

On the initial PRESS START screen, press UP 12 times, press START and then go to the options screen. You should hear a mighty "KO!" emanate from your screen. Go down all the way to where it says EXIT and move down again. Press A. You should see this screen. You can change the size of the ring from its default fourteen metres to either four, eight, twelve or sixteen. Four is Sudden Death contest size, but set it to eight for some excellent two-player battles.



▼ Details of these cheats are on that lovely looking panel there on the left. See?



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EXCLUSIVE!

HIDDEN DAYTONA USA GAME IN VIRTUA RACING DELUXE!

Yes, incredible as it sounds, there IS actually a mini conversion of Daytona Racing hidden within Virtua Racing Deluxe! It seems unimaginable that all you 32X owners, considering the forthcoming Saturn version of the smash-hit coin-op too expensive, turned to 32X Virtua Racing as the next closest thing, little realising that you had in fact bought a home conversion of the game - months before the release of the Saturn version!

This amazing piece of top-secret information, revealed to us by a reliable source inside Sega, arrived only hours before the magazine went to press. Too late to make it onto the cover or even into our tips, but here is it in our news section.

And boy, what news!

For months now, rumours have persisted that crack programming team AM2 had included the Daytona track layouts as secret courses in Virtua Deluxe, but they've denied any knowledge of a cheat, until now! When contacted by long-distance phonecall, head of the Sega arcade division, Yu Suzuki refused to comment, however during a later call, lead programmer Mr Li Poo Farl exclaimed "Okay, you got us. Pretty sneaky, huh?"

Pretty sneaky indeed, because the cheat is so well hidden that Sega UK only uncovered it after noticing the Daytona code within the actual game listing. However, since its discovery we've actually managed to get the hidden game up and running. And here's how you do it, exclusively revealed by SEGA MAGAZINE!

First enter a single-player race using stock cars on the Bay Bridge track and find the secret road that leads to the open tarmac area (as revealed by Ed Lomas in this month's tips section).

Now here's the tricky bit. When on the tarmac, you actually have to spell out each of the following letters on the floor with your car - D, A, Y, T, O, N and A (which, incidentally, spells Daytona). You have to be quick though, to do it before the time runs out. And make sure you spell it out in CAPITAL LETTERS. None of this scribbly handwriting nonsense, it just won't work.

If done correctly, you should here some speech saying "Gentlemen, Start your engines!" Now drive to the edge of the tarmac area and you should see a gate leading to the first course on Daytona!

It's amazing quite how much of the game they've crammed in here. Change views and you'll now notice



how your car (and a couple of the others) are covered in advertisements, just like the coin-op cars. Admittedly, the scenery has very little texturing, with only the Million Slot Arch fruit machine and Sonic Wall cliff face making use of the 32X's custom texture-mapping abilities. As Mr Poo Farl explained "We had many trouble including all the features (Daytona) fans have sought after. In the end, it came down to memory. We have lost the number of cars, yes, and also some scenes, but the result, I think, fans will find most satisfying (laughs)." Indeed, there are only 25 cars in the race and the coin-op music is sadly absent. However, all the speech is there, although it is somewhat grainy. As for the big question as to whether the other two tracks are in there. Well, we finished the first track in third place and a chequered '3' appeared on the options screen. Could a winning position access the next course? "Fans will have to wait and see!" laughed Mr Poo Farl.

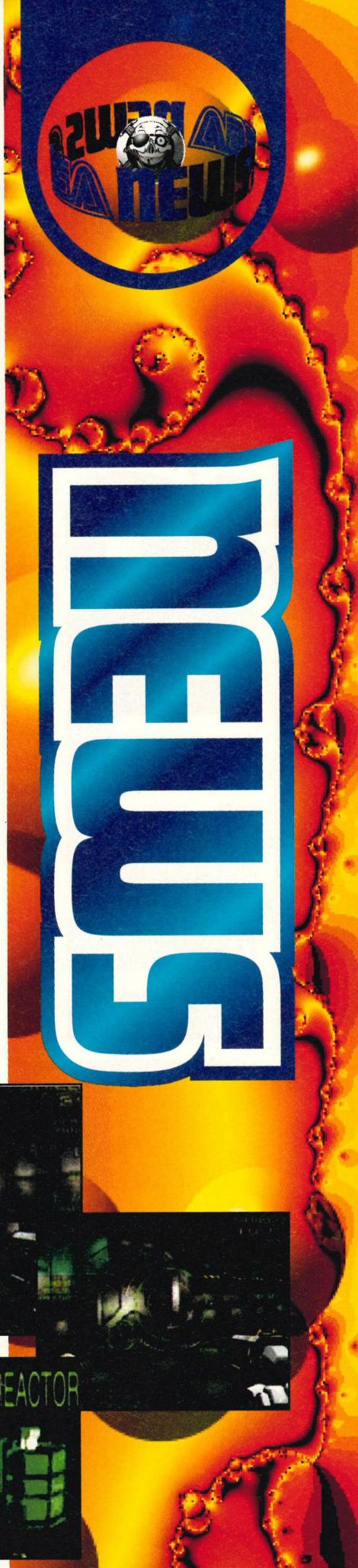
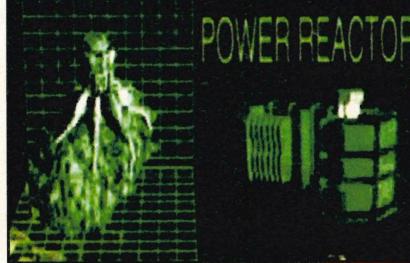
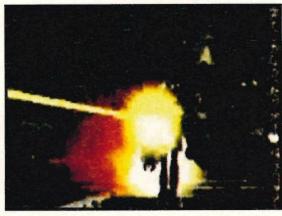
DOOM CLONE FOR SATURN

Doom II or newcomer Quake is heading for the Saturn courtesy of developers id, but that hasn't stopped Japanese developers from creating their own version of events.

Due out in a couple of months, Daedalus is a close-as-you-can-get Doom clone with all the murky atmosphere and gory enemies you could hope for. At the moment, we haven't seen a playable version of the game, but the graphics look suitably sinister and there's loads of levels too. Anyway, here are some early screenshots, and expect to see an in-depth feature on the title next month.



▲ Well, it looks to us like Doom with big robots. And isn't the texture mapping great?



SCAVENGER UPDATE

After last month's exclusive unveiling of the next generation of Megadrive 32X software, new details have emerged concerning the projects undertaken by the Scavenger teams.

Bad news first: Zyrinx are no longer coding Batman Forever. We reckon that this is an incredible shame, because the dank, eerie Doom-style demo that we saw of the 32X version of this game looked frankly

astounding. Acclaim have handed over the coding duties to Mortal II conversionsmiths Probe. Let's hope we're not in for another scrolling platform game a la Alien3. The good news now: Scavenger have revealed that Zyrinx are hard at work for Sega of America, coding up a potentially brilliant translation of the X-Men for the Megadrive 32X. So, hopefully, we should be seeing that sometime at the end of this year.

COMPO RESULTS

Although the relevant prizes have been sent out, we've been a bit slack in announcing competition winners. So, from now on, you'll find results here in the news section. First of all, our fine Saturn-related caption competition from a couple of months ago. The winner is: Carl Howard from Lowestoft, Suffolk, who managed to actually make us laugh at his entry (see below). He wins ten games for his Megadrive. And here are some "honourable" mentions:

I come in peace from the planet Saturn. Can I swap this for some water please?

To boldly go where no man has gamed before!

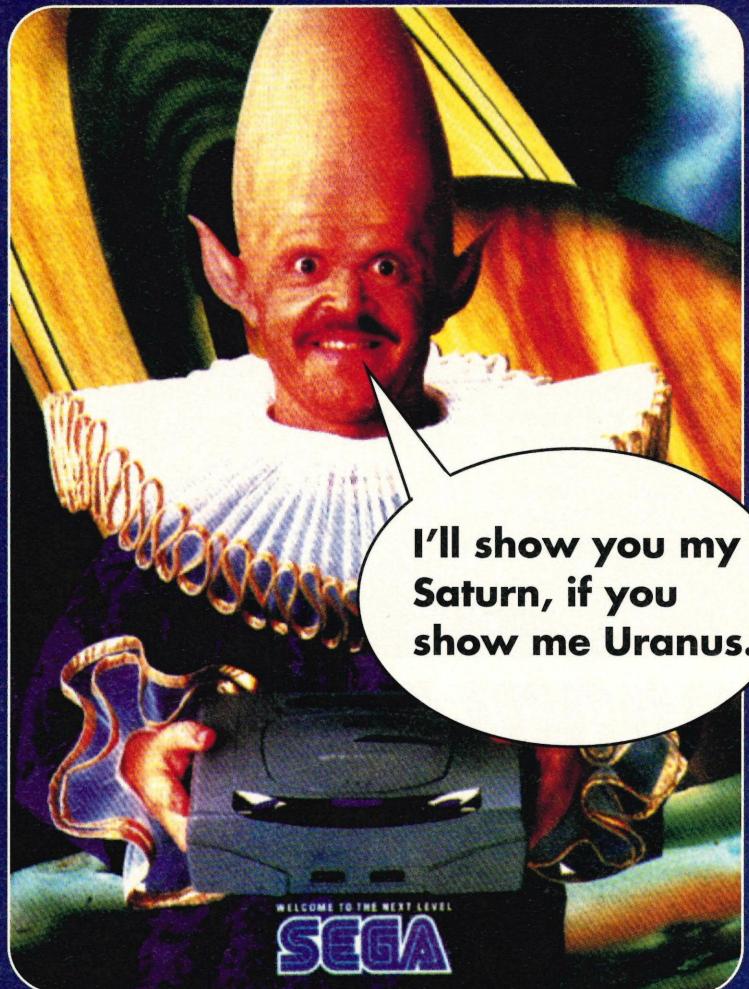
And yes I can confirm our report from Saturn. Take it away Eggys: "Look what I got for Christmas, it's a Sega Saturn." Er, yes, thank you Eggys. Over to you, Bob, for the sport (?!?! - SM)

Saturn! It will do your head in!

All I need now is a TV!

Saturn! It's out of this world! (about a thousand entries on these lines - SM)

The planet Saturn and the computer Sega Saturn (double ?!?! - SM).



I'll show you my Saturn, if you show me Uranus.

NEXT MONTH: The unbelievable results to our Star Wars home video competition.

FEEL THE THROBBING POWER BETWEEN YOUR LEGS

THE CLOSEST TO RIDING A BIKE ON A CONSOLE.

Sega Magazine,
March 1995.

90%

Sega Pro,
Easter 1995.

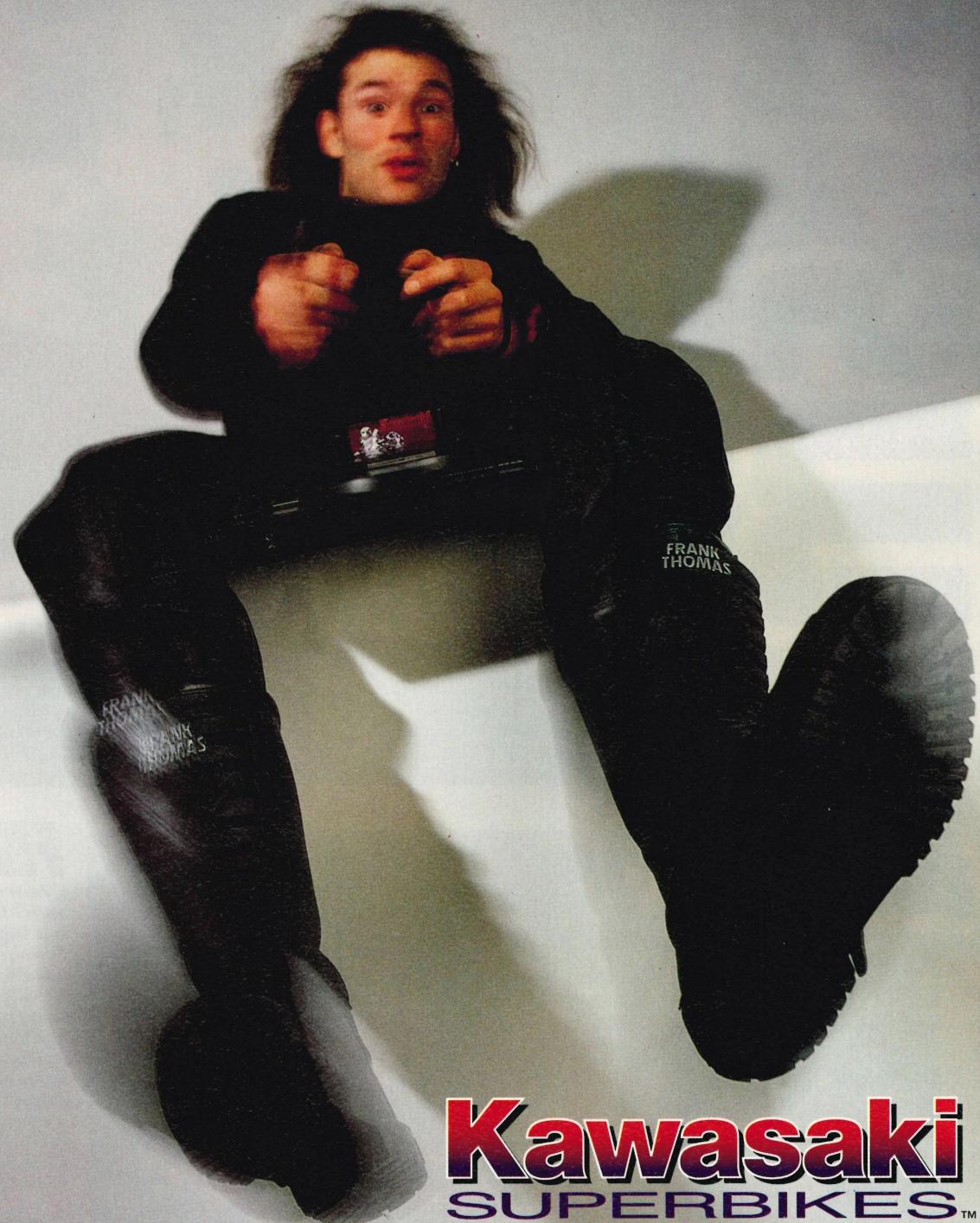
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Available on Mega Drive 17th March • Available on Super Nintendo Mid-June

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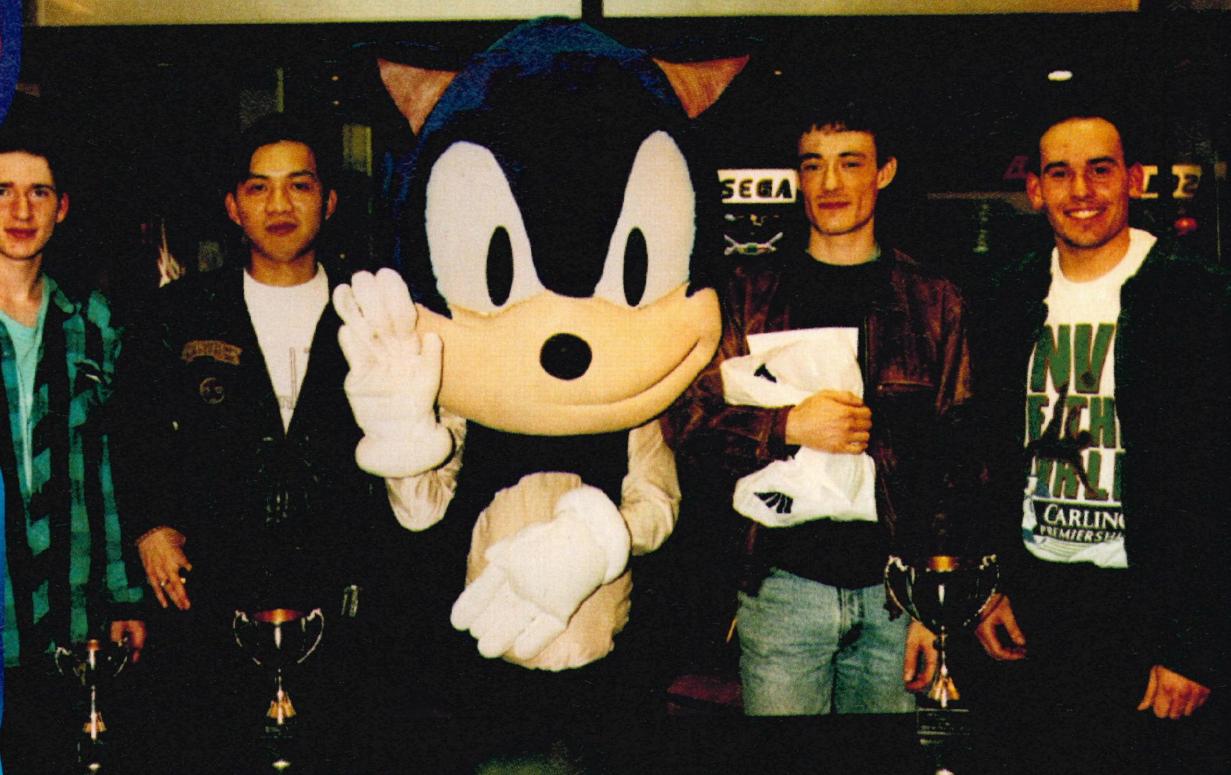
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SEGA

SEGA DOME



UK DAYTONA CHAMPS

After loads of heats across the country, the UK Daytona challenge final was held on February 18. In all there were 66 competitors who spent the day having free goes on Sega's top racer, and it was these four lads who came out tops at the end of the day. First prize

went to Gary Lee of Dulwich, and look, there he is on the left of the picture. Nice shirt, Gary. And for his troubles, he won a dream holiday in America. The other blokes didn't win a holiday or anything, but they were probably given a baseball cap so they wouldn't feel left out.

FREE STUFF!

Like the X-Men? Want loads of free X-Men stuff? Good, you'll be wanting to enter our top X-Men compo then, won't you.

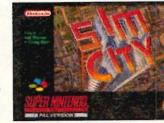
Panini, masters of all things sticker-like are launching a new range of X-Men collector cards, which incidentally should be available in the shops by now. Each ten-piece pack costs 60p and there's 150 characters to collect in all. But if you fancy starting off your collection for free, we've got 20 packs to give away to 40 lucky readers. Just answer the following question, and send your entries in to SO YOU'LL BE X-PECTING A PRIZE THEN, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

Q. What Saturday morning programme is the X-Men cartoon shown on?

Before we forget, we've also managed to get round to judging the last X-Men compo. And here, in no particular order of importance, are the winners:

K Darby, Daniel Burling, Ian Champion, G Kirby, Shahzad Hussain, Alex Meftah, Jonathan Smith, Nicholas Stonehouse, Thomas Walker and Joshua Smith who stupidly forgot to include his address. Prizes are on the way to everyone except for Joshua, who unless he sends in his address will be getting nothing at all.





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SEGA

MORE TEA,



They've been talking about it for years, you've been demanding one for ages, and now someone's finally got around to creating a cricket game for the Megadrive.

Up for release in May, Brian Lara Cricket features ten teams with all their correct players and statistics, and there are loads of play options too. And because it's being created by Codemasters, the cart has two extra joypad ports built in (for loads of four player malarkey) and it also has a battery back-up facility.

In addition to all the batting and bowling joy, there's a real time 3D perspective option, so you can see the game from different angles, and there's even a spectator mode just in case you can't actually be bothered to play the game yourself.

Anyway, we reckon that this will be a huge hit, and even though it's only around 70% finished, it plays really well. More news next ish.



▲ It's the new level, oddly titled "Big Bruty". Fine.

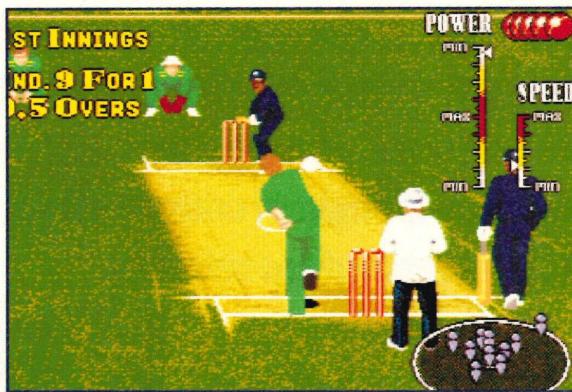
▲ It looks as though ball-tampering hasn't made its way into the conversion.



▲ Some close-up action from the new level in Earthworm Jim CD.



VICAR?

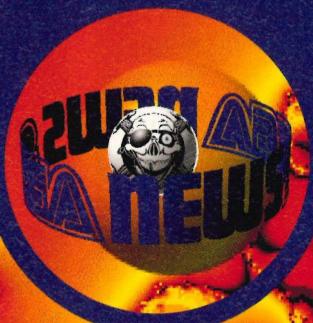
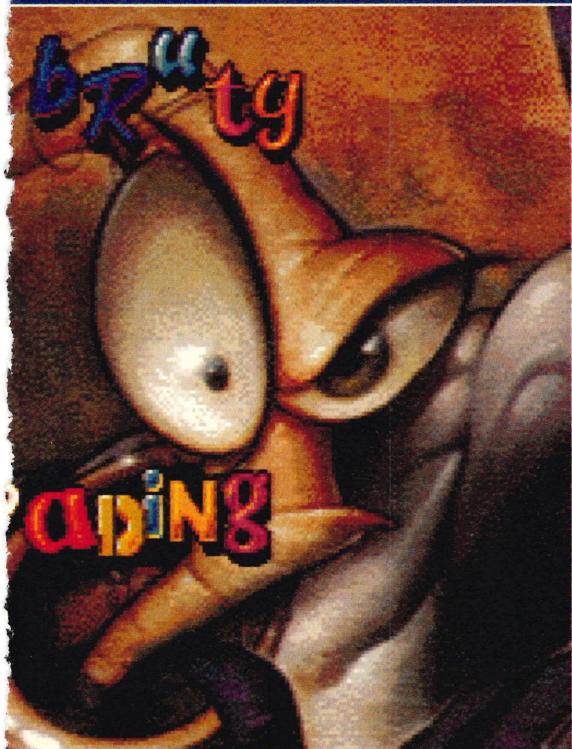


GARDEN ANSWERS

Oooh, ooh, isn't Dave Perry the best? I mean his games are just sooo wonderful and they're wildly innovative and everything and oh oh, I just love him to pieces.

That's the kind of thing that was written about Shiny Entertainment when they released Earthworm Jim

on the Megadrive, and there'll be loads more sycophantic burblings bandied about when he unleashes Earthworm Jim on the Mega-CD next month. Although the game remains largely the same as the Megadrive version, there's some great sound, and an all-new level too, which is where these rather lovely screenshots have been lifted from. Expect to see a review next month.



PREVIEW



STELLAR ASSAULT

STELLAR

If you were to ask any games animal worth their cartridges what makes a good console, they might well say "Construction droids working beneath the surface of Venus". However, if you asked a games human the same question, you might get the more sensible answer of "quality software." Yup, games maketh the machine, as a wise man with a lisp once said, so you can imagine our worry at the drought of decent software the Megadrive 32X has suffered since the initial batch of top releases.

However, obviously we were just being a bit premature, because the lengthy process of producing quality software is only now starting to yield highly-polished fruit. The somewhat impressive Metalhead is released this month and now, out of the blue, comes Stellar Assault. We use the term 'out of the blue' because from the early version we saw a few months back, it didn't look particularly promising. With the latest preview version to enter the offices however, Stellar Assault has transformed into a title with serious Grade A potential!

As you have no doubt established from the screenshots, Stellar Assault is a 3D space shoot 'em up of the polygon variety. Now this all sounds just a tad like Star Wars Arcade (even the name is just a variation on 'Star Wars') and indeed it is very similar, as you fly around wiping out all enemy ships before hyperspacing to another location to wipe out more enemy ships. However, unlike Star Wars, which limits your area of movement, Stellar Assault allows you to toggle around a complete 360 degree axis, flying in any direction you want. This all makes for some stunning space combat as you fly between fleets of huge cruisers, dogfighting with small fighters. Did we say huge cruisers? Yep, well that's because the game's packed with them. Big ones, great hulking ones, some as big as your dad! Even though Stellar Assault has improved dramatically over the last couple of months, it still has some way to go before completion. Most noticeably, the sound still needs a lot of work, sounding at the moment like Monaco GP on the Game Gear. However, this is definitely one 32X title we'll be following closely and of course, keeping you informed about.

SEGA

His chest heaving in anticipation, ace Starmonger, Skippy Lenighan dropped out of hyperspace and straight into the most dangerous battle of his young life! Even the years spent ruthlessly crushing the rebellion in the moon-camps of The Moon were no preparation for the epic star-smacking to come!



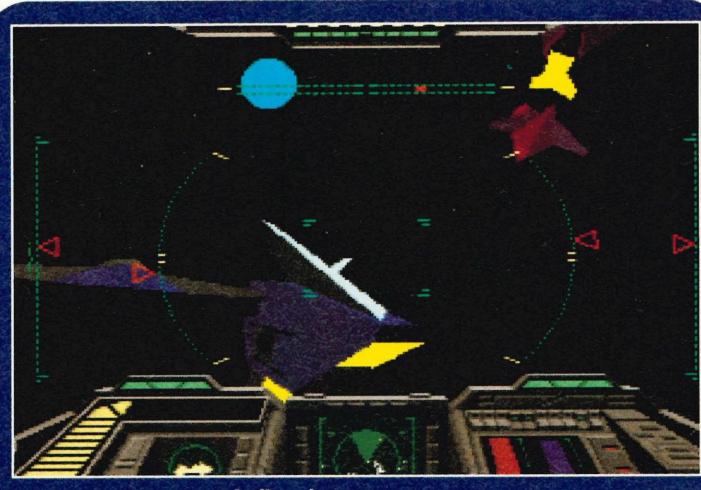
▲ 'Shoot those outrigger warp podsules,' advised Pops, 'and watch him go up like an exploding spacecraft!'



ASSAULT

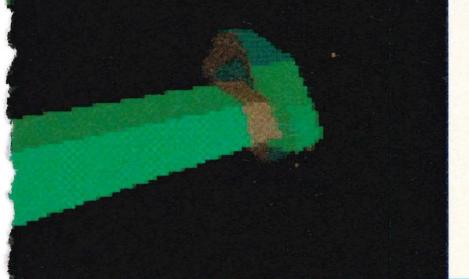


▲ Skippy lined up his sights on the purple starshifter's soft underthighs!



▲ 'Staaay on target!' hollered Pops through Skippy's star speakers.

▼ Lineker, Skippy's boyhood pal, didn't make it home.



TRIP THE LIGHT FANTASTIC!

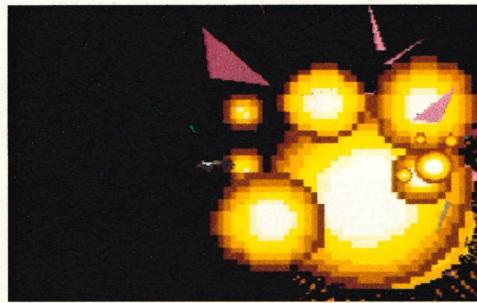
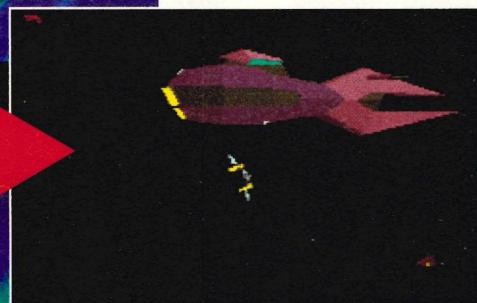
So which game is better, Stellar Assault or Star Wars Arcade? Well, considering Stellar Assault isn't even finished yet, it's impossible to tell. However, even in this half-complete state Stellar Assault is demonstrating a graphical technique not seen in Star Wars or, in fact, any other 32X game. The technique is light sourcing, a special trick which adds solidity to 3D objects (the ships in this case) by shading them as if there was light coming from one direction. Here at SEGA MAGAZINE we've most recently seen light-sourcing in Virtua Fighter on the Saturn, where the characters are lit by the disco floor on Sarah's stage. Stellar Assault however, proves the 32X is more than capable of matching this talent, with shadows even being cast by the light of the ships' rocket boosters.



▲ 'Amber Twelve! Pull out!' called Skippy. But it was too late.

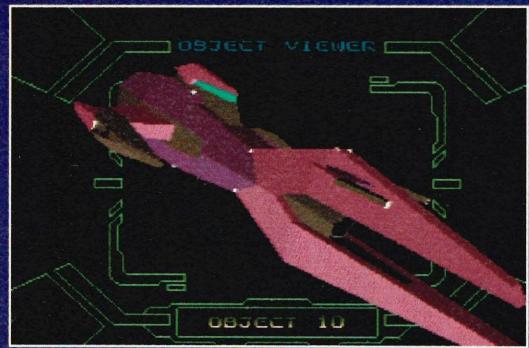


STELLAR ASSAULT



LOOK AT THE SIZE OF THAT THING!

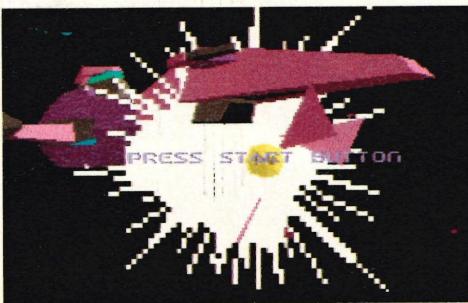
No space combat game would be complete without an array of massive battle cruisers and Stellar Assault certainly isn't short of these. Cruisers, space stations, massive accelerator tunnels, floating guard posts, this game's got the lot. Of course, in the heat of the fight it's hard to appreciate the time spent on creating these craft, so the programmers have kindly included a 'ship view option' where you can bring up any craft of your choice and spin them around at any angle you wish. It also gives us a good chance to show you some of the enemies you'll face.



▲ Skippy felt the landing gear retract as the Magneto-levs kicked in, pulling his Meriwether Skyspanker towards the launch ramp. 'Full boost NOW!' cried the commander.



▲ During his long hyperspace trip...



A FINE STELLECTION

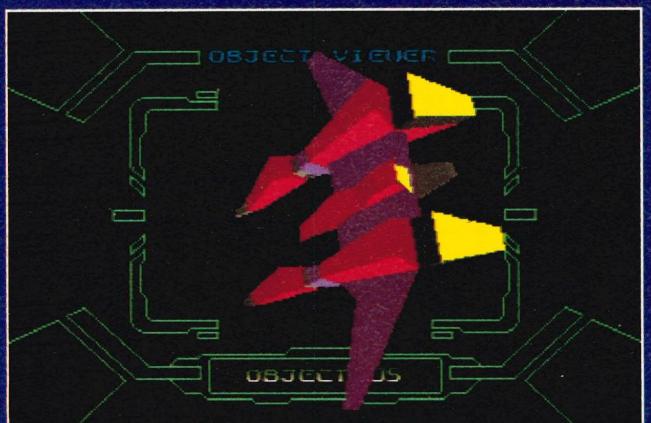
Just like Star Wars Arcade, Stellar Assault gives two players the chance to take on the alien fleet, with one person piloting and the other gunning. Of course, in Star Wars Arcade if you ever wanted to just gun, it was tough poop. After all, who ever heard of an Artoo unit flying out into space by itself? Well, anyway, Stellar Assault caters for any of you would-be gunners without any friends by including an Auto Pilot option. This effectively turns the game into a Starblade-style blaster, as the computer steers you around the enemy fleet allowing you to concentrate on the shooting. Unfortunately, in the pre-production version we had in the office, this option hadn't been completed, resulting in the computer pilot continually crashing into other ships!



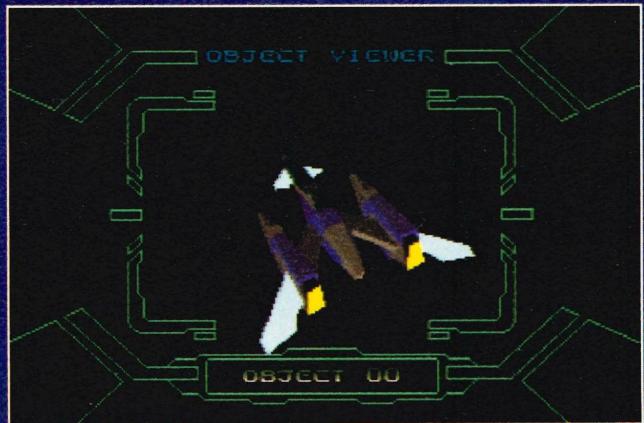
▲ Skippy's only chance was to ram the warp legs of the enemy starshifter! The fate of the Earth was at stake!



▲ ...Commander Skippy used the object viewer...



▲ ...of his ship's computer to revise...

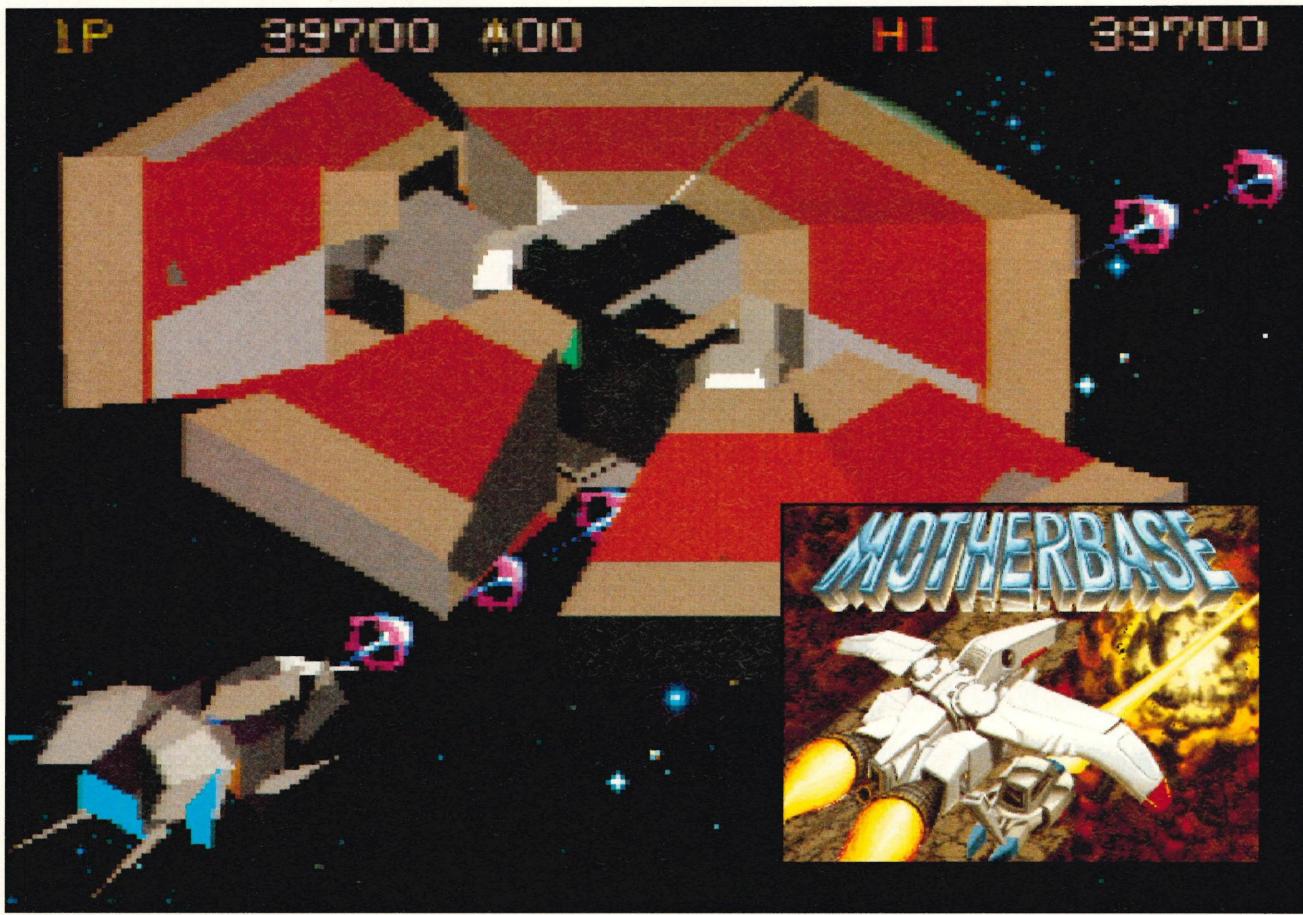


▲ ...for his Terran Astro Association Colonels' Club exam. But would he live long enough to take it?

▲ Suddenly the Starspanker's computers went off-line, then, just as suddenly, reactivated themselves. But now the only image available on the object viewer was a schematic of the lower third of the Blackpool Tower. What was going on?

MOTHER

PROGRESS
WORK



▲ Your mother looks like a gorilla. I've heard.



▲ No, your mother does tricks for crisps.



▲ Ah, but I saw your mother with the milkman.



BASE

Some of our older readers may remember an aged Sega coin-op called Zaxxon - the very first isometric 3D scrolling blaster. Younger readers may recall Viewpoint, a Neo Geo 90s version of Zaxxon with nice music. Well, Motherbase takes aspects of both these blasters, adds a smidgen of 32-bit polygon trickery and even adds some new, original ideas to the concoction.

The actual gameplay is for the most part pretty familiar stuff - just dodge enemies, their bullets and their environs and return fire as best you can against the rampaging hordes. The end of the level pits you against an enormous boss of some description - all of which require plenty of blasting if you're to survive.

Unoriginal eh? Well, sort of, but the programmers have added some nice ideas to the basic blasting. First of all, your ship has a bizarre jumping ability. This allows you to jump onto some of the enemy ships and allows you to effectively "possess" them, turning their firepower against their creators.

The other notable aspect of the game is that it mixes up polygon objects, sprites and conventional backdrops. The sprites and backdrops are conventional bit-mapped images, whilst your ship and everything you fight is made out of the old polygons. It's a bit of an odd combination, it must be said, but this allows for a greater variety in your enemies (polygons take up far less memory than sprites) and also means that some creatures perform screen-filling fly-bys before swooping down to take their place between your sights.

The game is still at a very early stage in development, but work should be complete in the next couple of months ready for release in June.

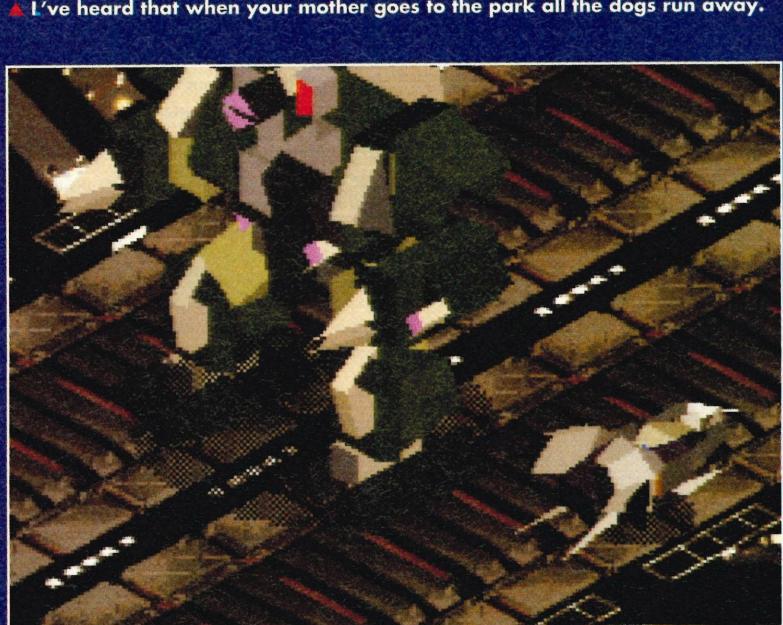
— SEGA



▲ Snore, snore.



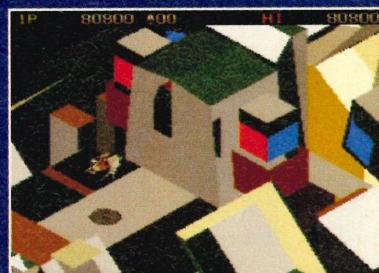
BY SEGA
24-MEG
RELEASE JUNE



▲ Your mother is the chairman of the Chas 'n' Dave fan club.



▲ But your mother attracts vagrants.



▲ Yours is a vagrant.



▲ Snore, Snore, ZZZZZZZZ, ZZZZZZ



▲ Yeh, but squaddies (CAPTION WRITER TO MY OFFICE NOW - ED)

PREVIEW



16-MEG

BY:
CORERELEASE:
TBA

HARDCORE

BC RACERS

Remember Chuck Rock? No? Well, many moons ago, he was one of the Megadrive's biggest platforming stars. He then went on to star in his own Mega-CD game, and eventually turned his hand to go-karting with his mates in a Mega-CD racer. Which incidentally, was fairly good, although it lacked a decent two-player option. Luckily, Core have gone back to the drawing board for the forthcoming 32X version, and as a result there's many improvements to be found in this souped-up version of BC Racers. For a start, there's a split-screen two player mode which apparently makes "Mario Kart on the Super NES look like your Granny on a big wheel trike". I think that means that it's faster or something. In addition, there's loads more graphical detail than in the Mega-CD version, and hundreds more on screen colours too. Of course, all the characters from the original adventure appear once again, as do the eight racing tracks. So it looks like all those 32X cynics are going to have to start eating their words - developers ARE interested in the 32X. And what's more, they're actually developing some good games for it too. Put that in your pipe and smoke it. If you're old enough that is.

The 32X has been out for a good few months, but until recently, only Sega had released games for it. Plenty of companies are developing 32X games though, and almost a quarter of year down the line, we're finally starting to see them. Core Design have no less than three titles on the drawing board, and they'll be the first to release on CD format too.



▲ Ohmigod! It's a fire, somebody do something, or it'll be dino-pizza all round!



▲ The two-player mode in action!



▲ Well, not really 'in action'. It's paused.

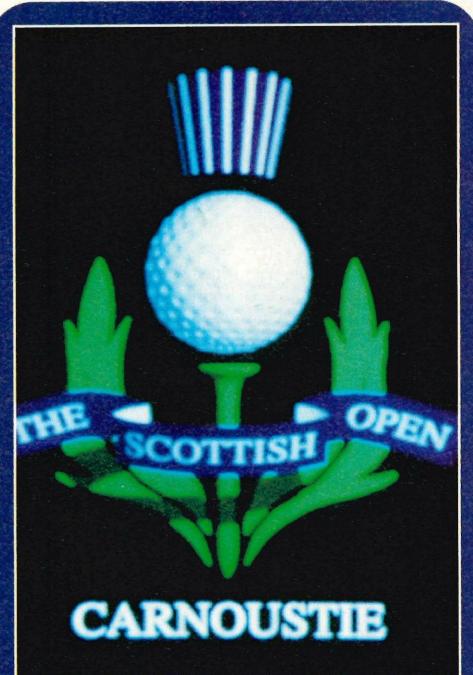


▲ Koo, it looks cold. Must be the Ice Age. So what are those dinosaurs doing there? Hey, get lost you lot, you're supposed to be dead.

UPROAR

THE SCOTTISH OPEN VIRTUAL GOLF

Blimey. It doesn't take long for golf to get popular on a new machine does it? This is already the second golfing sim we've seen on the 32X and this one cashes in quite nicely on Sega's 'Virtua' line, cunningly monikered "Virtual Golf". And where Sega's recent Golf Magazine game offered little more than a humble Megadrive version of PGA Golf, Virtua Golf has loads of next generation-type options. For starters, it utilises a real-time 3D environment and you can pan in and zoom around to your heart's delight. There's four different courses (all with 18 holes), including the world famous course at Carnoustie (that's where they hold the Scottish open you know). And as well as all the useful options there's all the little extra bits and pieces you'd expect from a 32X game. Like wonderful backgrounds, player stats and lots of different pairs of golfing trousers for your virtual player to wear.



▲ I being attacked by... by living stats!

▲ Watch out for that green asteroid!

▲ Ho ho, I'll get Ted with this turd on a stick.

HARDCORE UPROAR

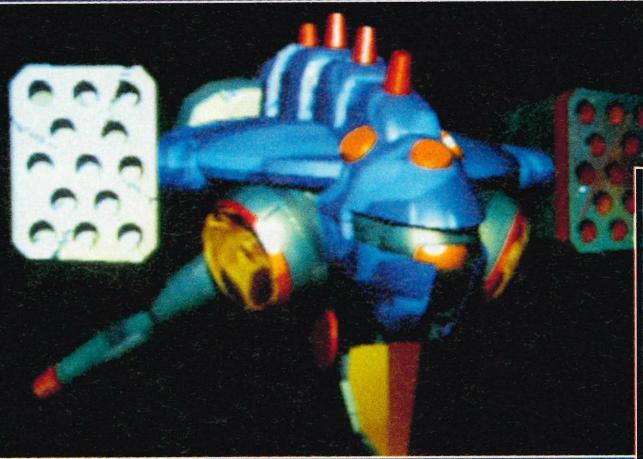
REVIEW

SOULSTAR-X

Although not as astoundingly brilliant as Battlecorps, the Mega-CD version of Soulstar was pretty stunning, earning itself a whacking 89% from our good selves a couple of months back. And as you've probably guessed, it's being converted to the 32X for release in April. But, I hear you ask, what does that mean to me, gamesbuyer extraordinaire? Well, it means you get more game for your fifty odd quid and it's faster too. Oh and the graphics are much, much better than before. And there's more colours. But the gameplay still features the same frenzied blasting that we've come to expect from Core shoot 'em ups. Which incidentally, is fine by us.



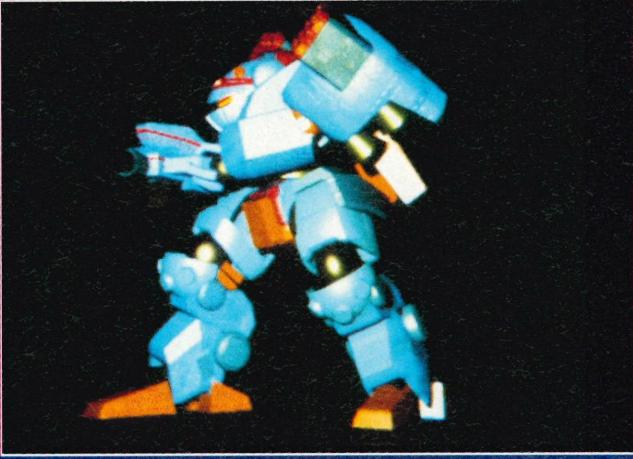
▲ Of course, this isn't the game. It's just FMV. At least we don't think it's the game. It isn't, is it?



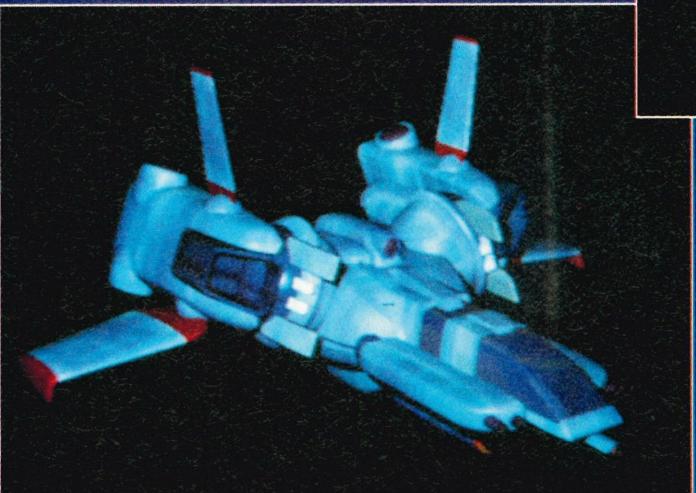
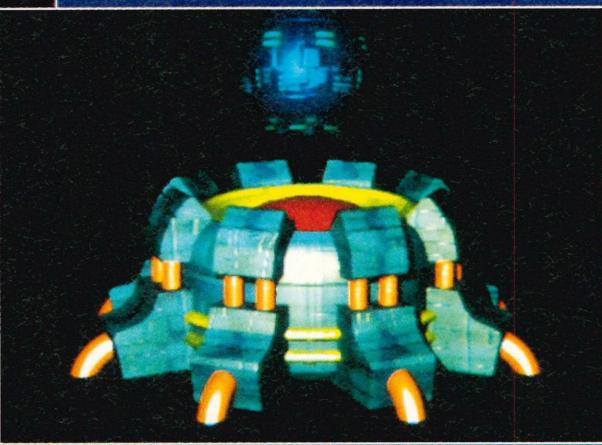
▲ Boy, these ships sure look good.



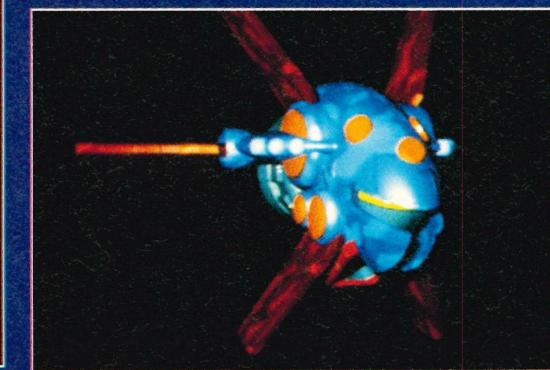
▲ What do you think, Thrangos, are these pictures of the game? "Graah, yes!"



▲ And these robots.



▲ And just to recap, another excellent ship. Well done RoboSquad!



▲ Hi folks! My name is Bobby!

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PREVIEW



CD
BY:
SEGA
RELEASE:
MAY

SUPER
S

ETERNAL CHALLENGE FROM

In issue one of **SEGA MAGAZINE**, we went a bit loopy over **Eternal Champions** - the beat 'em up that appeared to have it all. And indeed, it was a fine game, even though in the long run **Super Street Fighter II** and **Mortal Kombat II** turned out to be a lot better.

Sega of America don't give up easily though, and they reckon that they have created the be-all-and-end-all of the 16-bit beat 'em up genre in the form of this sequel.

And if the truth be told, the actual product could well live up to the hugely inflated hype the game is currently enjoying Stateside. So what's the deal then eh? Why is **Eternal Champions CD** so great, if indeed it is so great? Read on...

Well, **Mortal Kombat II** was known for all its secret gear and **Eternal Champions CD** just can't be beaten in this particular department. There are four new characters to choose from to begin with, with an incredible NINE more hidden! What's more, there could well be some kind of cheat to play as the Eternal Champion and his evil counterpart.

Adding to the already quite considerable excitement is the inclusion of SIXTEEN different tournaments for multiple players. You and me might be quite happy with the bog standard Versus mode, but Sega of America have included tons of different ways to play the game. Included in the tournaments line-up are such provocatively named punch-ups as "Death Match", "Russian Roulette" and "Survivor".

Do you think you can detect a pattern forming with names like those? Well, in some form or another, they all concern DEATH and that's something that **Eternal Champions CD** seems to glorify to previously unseen proportions. But more on that later. Suffice to say that this game is super-violent - hence Sega's decision to include it in a new adults-only range of titles. Again, more on that later.

There is absolutely no doubt in our minds that this is the best presented, most option-packed combat game ever to find its way to a Sega system. But is it any good? Well, the answer to that question could well be answered in the very next edition of **SEGA MAGAZINE**. It's definitely the most important Mega-CD title in quite a long old while, so expect some top-notch coverage.

INTRODUCING CINEKILLS!

This evil Eternal Champion fellow is a bit of a naughty sort, isn't he? He holds the key to some of the most brutal fatalities in the game. These are the trademarked full-motion video "Cinekills". Beware! Super-violence follows...



Shadow finds herself in the chamber of the Dark Eternal Champion. If she doesn't look too happy about it, you're about to find out why...



Here's the Dark Eternal Champion, folding his arms in a particularly intimidating manner. Well, we were scared.



The dark harbinger of EVIL sends out a dozen or so of these deadly shuriken stars towards poor old Shadow.



Ouch! A particularly painful wound in the leg is the first hit that registers. Ooh.



▲ I do believe that this is YOU!

CHAMPIONS

THE DARK SIDE

DEEP WATER

Sega are in deep water with Eternal Champions CD, what with it being so flippin' violent and all. And believe us, having seen a half hour tape packed with every fatality in this game, "flippin' violent" is an understatement.

Of course, Sega would be getting into trouble for releasing a game like this, were it not for the fact that they've just set up a special adults only "Deep Water" label, dedicated to games that are supposed to be sold to a more mature audience (ie kids get their parents to buy it). In fact, to ram home this adults-only bit, there's an intriguing FMV sequence at the beginning where a Street Fighter Cammy-lookalike (and her pal) get savaged by a killer shark. You even get to see a severed arm. Ooh.



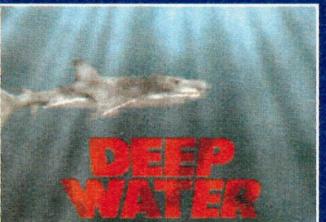
A nice, leisurely spot of sun-soaking in the ocean turns deadly. It all begins innocently enough, with a Cammy lookalike's arm hanging innocently off the side of a dinghy.



Ahhh! Shark attack! Blood everywhere! It's just like Jaws isn't it?



The aftermath consists of this limb falling further into the ocean depths...



Cor! All of that's just an intro for the new Deep Water brand! Think that's violent? You ain't seen anything yet.



Shadow's chest appears to be the next target of the twisted Champion. Blood flies everywhere.



Shadow could obviously do with a bit of a hand in this situation, as opposed to a throwing star in the hand. Ouch.



A "shuriken's eye view" for the coup de grace - a throwing star aimed dead centre at poor Shadow's forehead.



Well, that's it. She's dead. Hope your satisfied now.



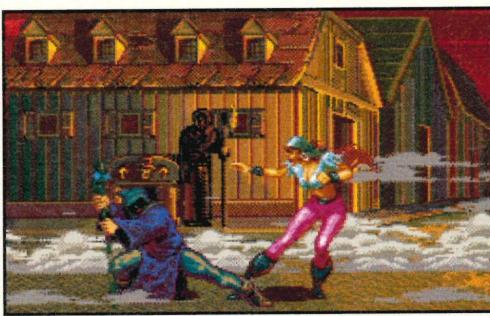


FATALITIES? PAH!

Well, Mortal Kombat II might have its fatalities, but Eternal Champions doesn't slouch in this department either. And forget about "friendships" or "bababilities". There's none of that here. Only death and more death.

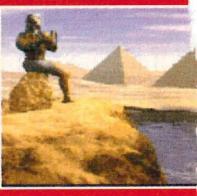
In fact, there are a whole range of different ways to kill your opponent. The most spectacular of all are the Cinekills (we've got Shadow's death on the bottom of the previous pages). But also worth a look are the Overkills, where scenery is used to dispose of your opponent (napalm, electrocution, burning to death in lava - you name it, it's here). And if you're not keen on having to wear down your opponent's energy bar, why not master a Sudden Death move? These fatalities kill your foe off in one fell swoop. No arguments. Oh, let's not forget the "normal" kind of murder - the Vendetta set of moves. These operate much like MKII fatalities - every character has one and they can perform it on any opponent on any backdrop.

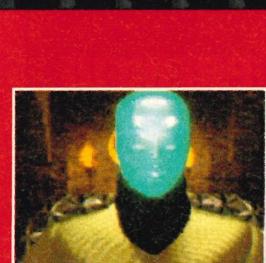
Whilst Mortal Kombat's death is meant to be a bit of a laugh, the coders of Eternal Champions are deadly serious - if you will excuse my small jest. Ahahahahaha! Burning flesh, gallons of blood, flesh pulled off by a rabid dog - it's all as violent as it's going to get on the Megadrive. Honestly, you might think that Mortal Kombat II or Doom were all right for kids, but you won't want them to go anywhere near this quite grizzly title. Honestly.



FULL ON FULL-MOTION VIDEO

Thankfully the FMV isn't just restricted to the over-violent Cinekills (which'll take ages to find anyway). The Silicon Graphics generated full-screen FMV is put to excellent use on the game's superlative intro sequence depicting how each champion is plucked from existence just before they die, so they can take part in the Eternal Champions tourney...





THE NEW CHALLENGERS

Four new characters are instantly available to select in *Eternal Champions: Challenge from the Darkness*, with nine more accessible if you can find them. Here is a sneak preview of the initial quartet...

DAWSON



Dawson is sort of like Maverick. He's a born gambler from the nineteenth century who has this uncanny ability to win all the time. Not surprisingly, this tends to cause some resentment on the part of his opponents - which is where Dawson's brilliant fighting skills, modelled on brawling, shotokan karate and tai chi, come in handy. In terms of combat techniques, Dawson actually spits on his opponents(!) and seems able to inflict damage by swinging his pony tail(double !). Luckily, more substantial special moves, involving lethal agility and knives, make him quite a deadly fighter.

RAMSES



Ramses III is a vicious assassin who engineered the murder of the previous Pharaoh with the intent on taking over the country and then... the world! Ahahahahahahahahaha! The mysterious Hung-Har kung fu arts are the tools of Ramses' trade, giving him mastery over dark spirits. Jackals, thunder lizards, serpents - just about every evil spirit is at the command of the evil Ramses. Of course, such magical trickery also enables Ramses to call upon the power of the sun itself! Also, teleporting is no problem for this chap.

RAVEN



Voodoo may conjure up images of pin-pricked dolls, assorted curses, shuriken heads and so forth, but new challenger Raven happens to be a mistress of the light side, using her powers to heal and rejuvenate the sick. Her mystical hour-glass is her best weapon, as it allows her to travel forward or backwards in time by ten seconds. Using a mixture of tae kwon do and hsing'l kung fu (bless you), Raven is a deadly fighter, although it's the power of the voodoo forces that enable her to smash her foes with a frightening regularity.

RIPTIDE



Real name: Sophia deMedici. So why is she called Riptide? Is it some kind of secret identity or something? It's certainly more catchy, there's no denying that. Still, this character is a sixteenth century pirate maiden, right up there with the likes of Blackbeard. Teleports, fog-summonings and blade attacks comprise the majority of her special moves. She also has the ability to create a tide of water that disorients her opponent. Which is probably why she's called Riptide, come to think of it.



PREVIEW



CD
BY:
SEGA
RELEASE:
MAY

F
U
R
N
E

FARENHEIT

As we've probably said before, you just can't stop Sega with their CD-based full-motion video based activities. We've thrilled to the likes of Double Switch, Night Trap, Tomcat Alley and, er, Loadstar and the FMV shenanigans are set to continue with Fahrenheit.

So, what's the deal then eh? Is Fahrenheit just more of the same or has the FMV-based genre been pushed to its limits in this new title? Good question. Glad you asked because, to tell the truth the answer is probably 'a bit of both'.

The game is based around the life-saving activities of a crack group of fire-fighters, armed with the very latest in fire-fighting technology (ie a torchlight and a hose) and it's your job to walk about through houses that have been set ablaze. Save the lives of any unfortunate occupants and then set your mind to putting the fire out.

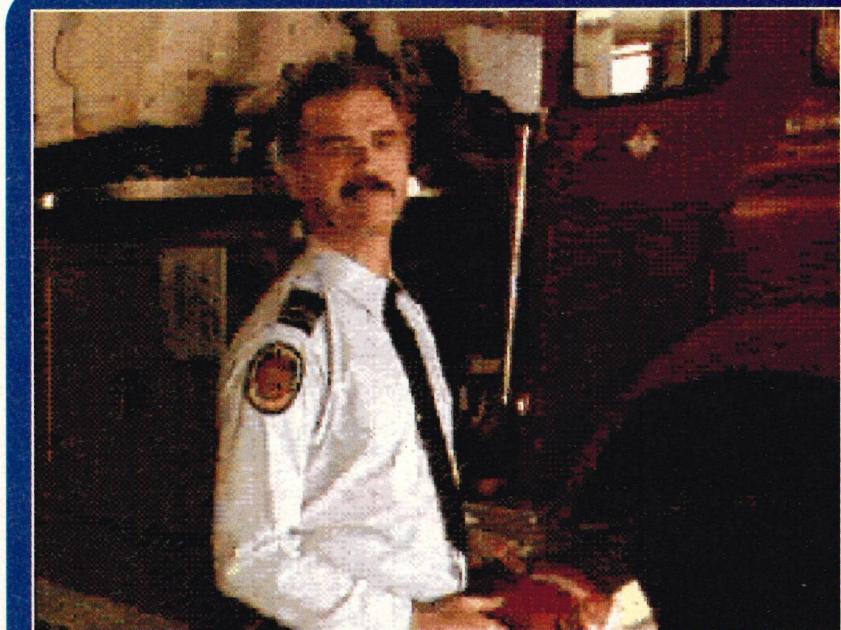
The main action is first person perspective, with you having to trudge through the fiery premises, avoiding hazards and saving lives. An on-screen series of arrows tells you where you can go. This means that you are free to choose your own route through the buildings in Fahrenheit - no more of this set-course linear gameplay that has marred previous FMV outings.

Technically speaking, the game remains similar to previous CD outings, with full-screen full-motion video as seen in titles like Tomcat Alley and Loadstar. Actually, forget "similar" - try "identical". Fahrenheit's FMV quality is much the same as Tomcat's, meaning that FMV quality is unlikely to get much better on the bog standard Mega-CD. It's a good thing that Fahrenheit is also due for release on 32X CD. We played the game at the CES show and can report that it's identical in terms of gameplay to what you've seen and read about here, but with FMV quality that is far superior (but still not quite up to that elusive VHS standard). Fahrenheit should be released on both formats in May this year.

SEGA



▲ C'mon boy! Get yo' chicken-lovin' butt in here now! Afore I roast my rear-end like a gold-darned Thanksgiving' turkey-mother! Yeeeeooowww!

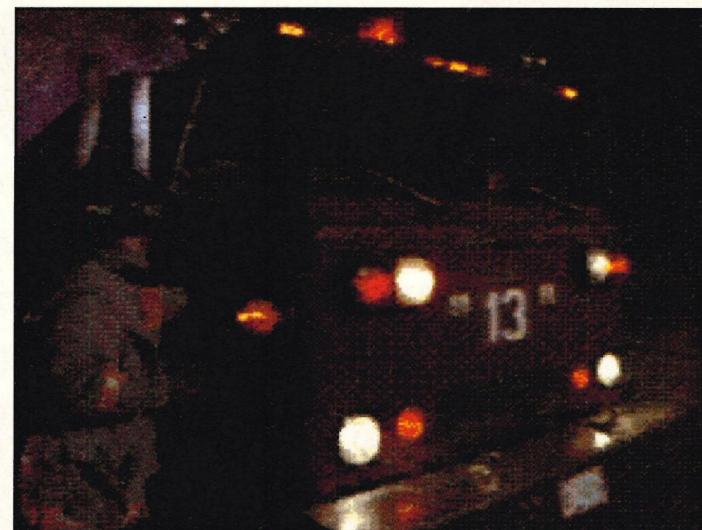


▲ Hiya buddy, whaddya say we mount up on the ole engine here an' go kick some red-hot fire butt, yessiree!

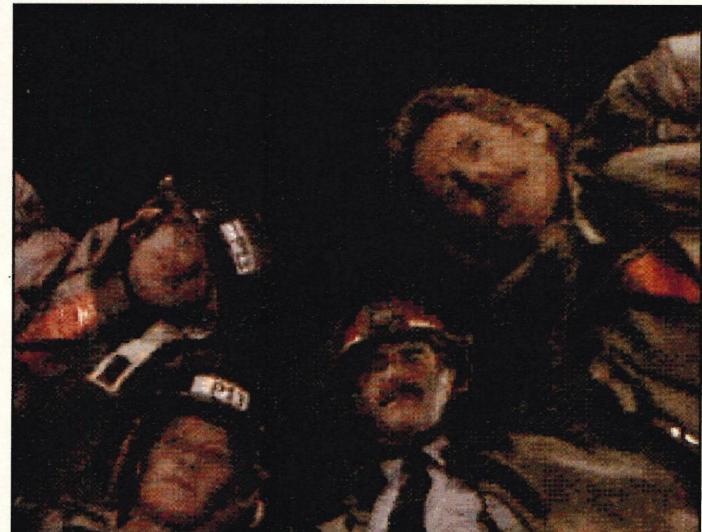
HIT



▲ Holy Tarnation's Mother! This place is on fire! Quick boys! Let's get the hell outta here!



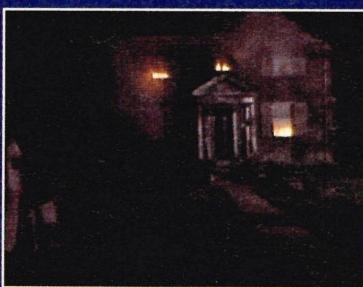
▲ I named the ole girl Lucky Thirteen, yes I did. After the day we wuz racin' to that fire in Hammonstown an' we knocked grandpappy over. He musta shot more 'n twenty foot up in the air.



▲ Boss, boss, can yuh hear me boss? Tarnation, he's gone an' got himself a-roasted worse than a roast potato thots bin left in the goddamn roastin tray 'n left a-roastin away for more days than I care to mention. Yes sir! Uhuh, uhuh.



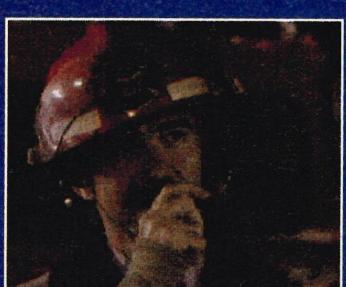
▲ Nice looking house.



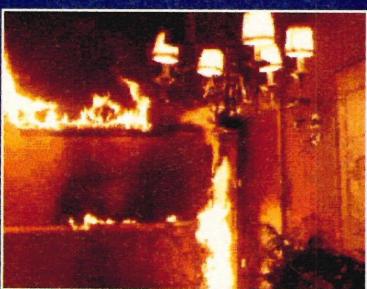
▲ Oh dear.



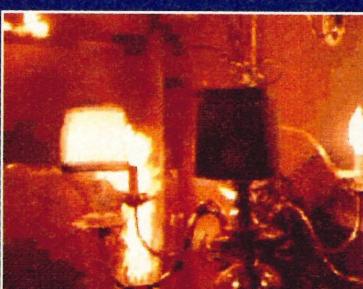
▲ Flippin' eck! me haas is burnin'!



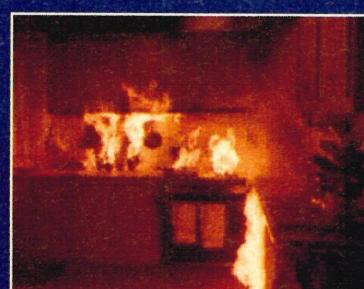
▲ Well goddamit! I couldn't give a rat's ass! Git me more water.



▲ Should have installed a smoke detector.



▲ I only bought that last weekend.



▲ There goes my brand new foodmixer.



▲ Goddamn hot in here. Better take all mah clothes off.

PREVIEW



16-MEG
BY:
SEGA
RELEASE:
TBA

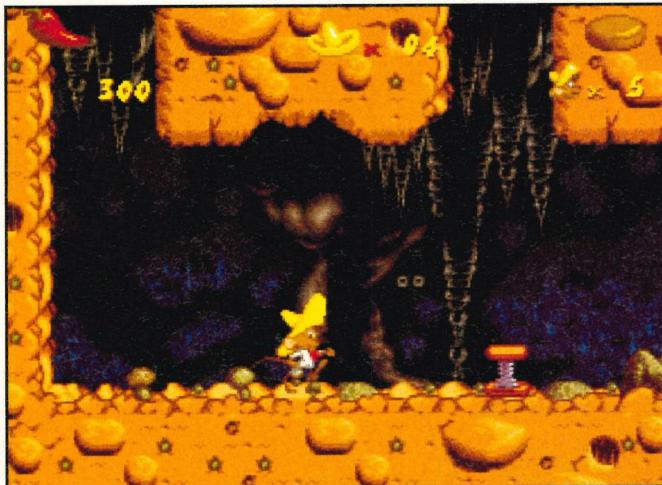
MEGA
DRIVE
PREVIEW

SPEEDY GONZALES

The sudden rush of Megadrive cartoon translations continues with the arrival of Speedy Gonzales. Following in the wake of Road Runner, Daffy Duck and Pink Panther, Loony Toons' turbo-charged rodent is gearing up for his first foray into the world of Megadrive platform games.



▲ Mash those scorpions, Speedy! What are you? Man or mouse? Oh.



▲ What's that Speedy? A spring? Well, you'd better bounce it, son.



▲ Hey kids! Recognise this scene from the cartoons? What? You've never seen the cartoons? What do you mean, 'One of Warner Brothers' weaker characters'? You just don't appreciate comedy.

Yes, unsurprising as it may seem, the French coders of Speedy Gonzales have once again opted for that oh-so-familiar side-on running-and-jumping platform game scenario. Even less surprising is the news that you take control of Señor Speedy, with the express purpose of bringing down his conniving cartoon cat colleague, Sylvester. But the Astonishment Meter plunges to an all-time low at the revelation that Sylvester has kidnapped Speedy's señorita, as well as a whole bunch of his mouse-mates, to bait his fiendish Speedy trap. Which leads us to wonder why, if he's so keen to have Mouse on the menu, why doesn't he simply scoff the ones he's got rather than going to all this trouble to get old Speedy? Cat logic, eh?

But I digress. Now that your excitement is at fever pitch you're probably wondering what you actually do in the game. Well m'loves, it's pretty similar in execution to Road Runner. Just find the exit on each level as well as rescuing any mice that Sylvester has imprisoned along the way. The high points are the plethora of power-ups and the special speed button for Speedy to use, which enables him to 'speed' along. Perfect for dodging enemies like the 'dethpicable' Sylvester.

Well, all of this sounds really exciting doesn't it eh? Will Speedy Gonzales reverse the trend of lacking platforming cartoon conversions (like all the games mentioned at the top of the page - oh, and Sylvester and Tweety too) or will it usher in a whole new era of gaming excellence? Who knows? Well, actually we've got a pretty good idea, but we aren't telling - wait for the review in a forthcoming SEGA MAGAZINE. Ahahahahahaha!

SEGA



▼ What's Speedy so pleased about here? Answers to the usual address, readers!



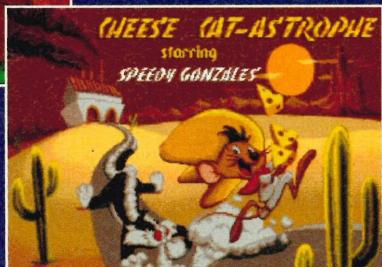
▲ 'Ow about a snog?
C'mon luv! Underlay!



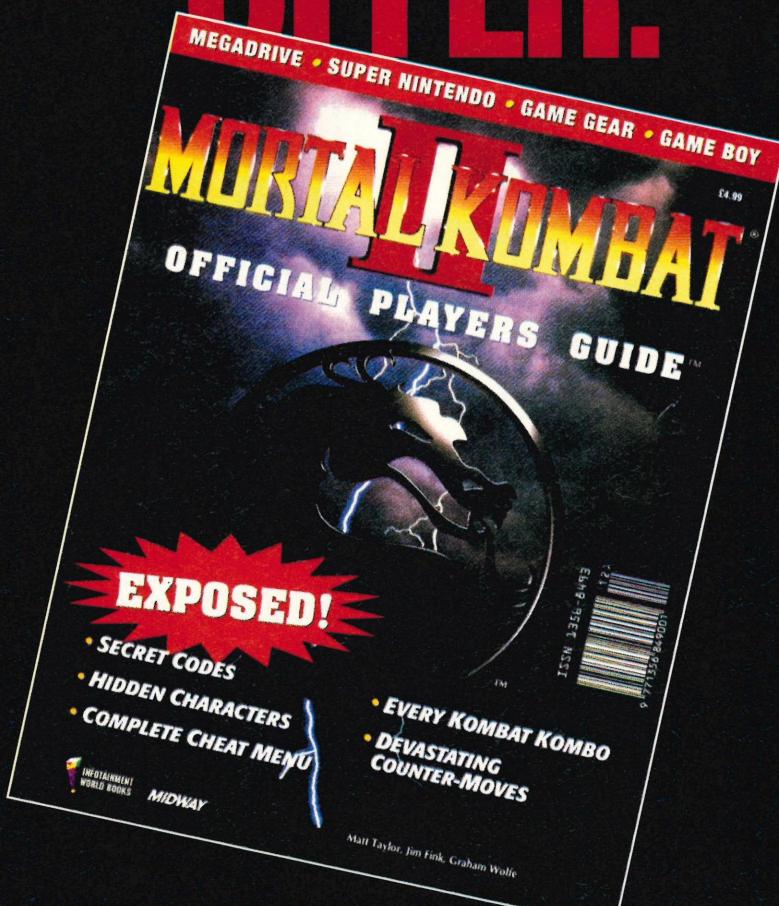
▲ Speedy Gonzales - a hell of a mouse in anybody's book. We love him more than any plague-ridden rat, that's no lie.



CHEESE CAT-ASTROPHE
starring SPEEDY GONZALES



AN UNBEATABLE OFFER.



SEGA
MAGAZINE
SPECIAL
READER
OFFER!

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PREVIEW



PREVIEW

16-MEG
BY:
SEGA
RELEASE:
APRIL/MAY

MEGA
DRIVE
SUPER
BAS-

NBA ACTION

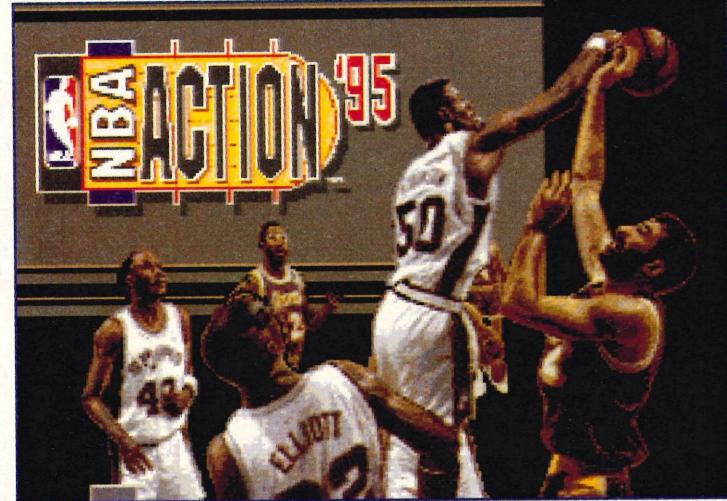
Megadrive monitors around the country are alive with the sights and sounds of NBA Jam: Tournament Edition. And why not? After all, it's a great game with some super-smooth action, fab graphics and sound with excellent gameplay. However, Acclaim aren't the only ones with an NBA licence of some description... Sega have got one too.

Although it's based around basketball, has NBA in the title and indeed features the art of "dunking" and "jamming", Sega's NBA Action couldn't really be more different from the Acclaim title. Sega's game is vertically scrolling rather than being sideways-based and isn't just a two-on-two based title. This is a true basketball simulation, with entire teams being represented, which makes for a totally different game experience. And being more of a simulation, there are no flashy pyrotechnic displays as in the Jam series of games, although Action's players aren't worried about performing some seemingly miraculous "dunks" and spectacular three-pointers. Although it's an arcade game in execution, all the rules of basketball have been incorporated, so there's plenty of scope for fouls, five second penalties and indeed those useful free shots at the hoop. The game weighs in at an impressive 16-megs, and there's one of those useful lithium battery back-up devices in each cart, allowing you to save off your progress in the myriad leagues, tournaments and what-have-you... So... is NBA Action a worthy contender for NBA Jam's currently undisputed crown - or is it a shallow, shambling mockery of a debacle? We'll be letting you know the answer to that particularly query in our very next issue.

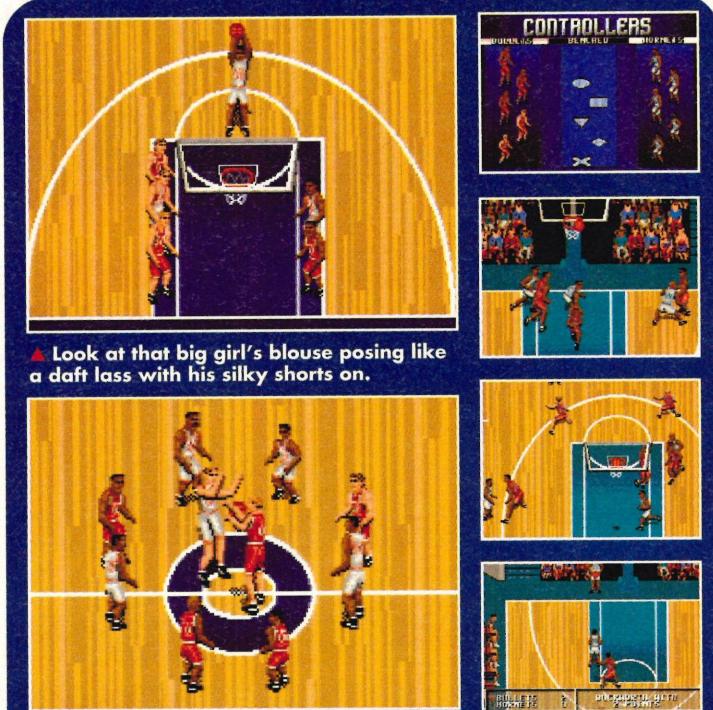
SEGA



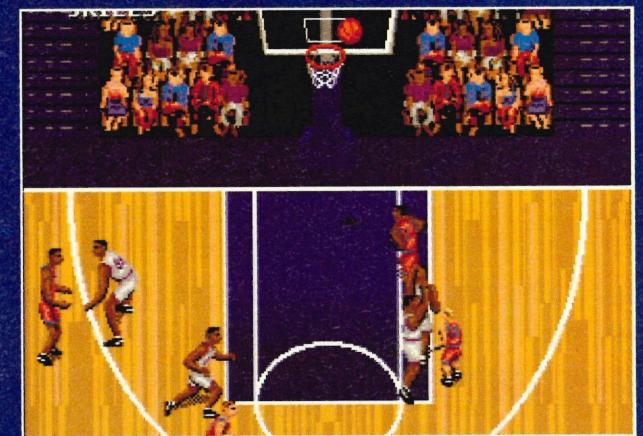
▲ Look at 'em run! That big lad's put the wind right up 'em!



▲ What are these lads doing poncing around indoors, eh? They want to be out playing football. A man's game is football. Aye. For real men.



▲ Look at that big girl's blouse posing like a daft lass with his silky shorts on.



▲ Look at 'em. "Patty-cake, patty-cake, baker's man... La-de-dah."

▲ Or boxing. Aye. That'd do 'em good.

PREVIEW



16 MEG

BY:
US GOLDRELEASE:
APRIL

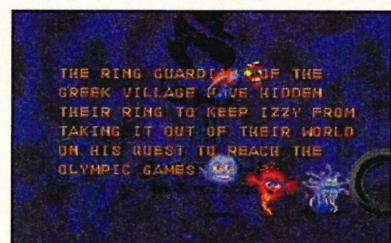
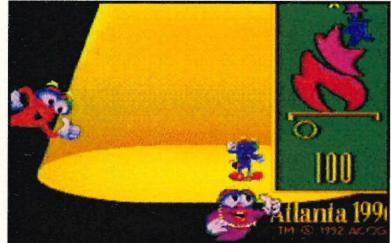
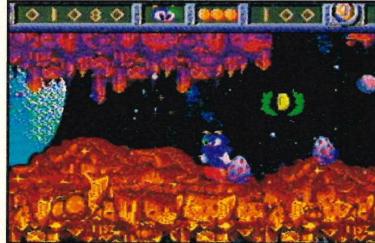
IZZY

© official licensed product
of the Atlanta committee for
the Olympic Games, inc.

Izzy is one of those kids who thinks he could be a huge star. Could be of course, if it wasn't for his huge feet, skinny arms and erm, unusual exterior. But that's not going to stop him from trying – in fact Izzy wants to make it to the 1996 Olympics. Oh dear. He'll certainly have his work cut out, won't he.

Of course, this bizarre idea for a platform game wasn't all the brainchild of one of US Gold's beardy-weirdy programmers. None of it, in fact. It was born off the back of US gold's last big licence, the 1994 Winter Olympics. Obviously realising that official icons and suchlike naturally mean big bucks, the team have decided to create their own unofficial mascot for the next Olympics. They've even sponsored a cartoon series starring Izzy, and its being created by the same team that were responsible for The Simpsons. And the game? Well, there's not a huge amount to see at the moment, but the main gameplay is your standard platform stuff, with Izzy battling through the levels to obtain the five Olympic rings. That's the only way he'll get to enter the real Olympics in 1996 you see. Logical really, isn't it? Anyway, the game's released in May, so you can be sure to see more coverage of the game in next month's SEGA MAG.

SEGA



▲ It's somewhere in Corfu, apparently.



SEGA

LETTERS

Hey hey, how's the hammer hanging, burning game freak daddios? We're not so bad, thanks for asking, except it's getting all sunny out now and we don't want to have to sit in the office all day watching it get dark ten minutes before we get to go home. But you don't care about that. You lot don't care about anything really, do you? Otherwise we would have had some letters about it.

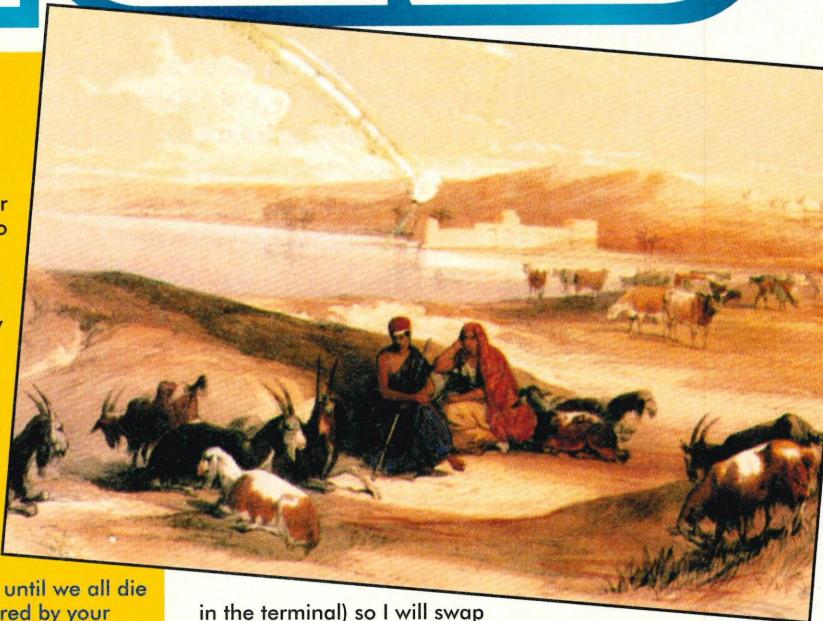
Anyway, if you've got anything to say, be it about the weather, your sad mate or even Sega games, you can write to us at 360 DEGREE 24

HOURS A DAY SEGA REALITY LETTERS, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. 24-7, 7-11, there better be Sega when I get to heaven let's ROCK!

YES, VERY FUNNY

DEAR SEGA MAG,
I'm board board board as a plank of wood so send me a copy of Earthworm Jim for the Sega Megadrive right now or I'll chan you to a chare and youll have to wach the Super Mario film then youll have to hear me sing and if that dosent work then I will glue your ass to some dynamite and rip your head off and play football and baseball with your head then I will make shore that you cant play vido gams for 1 year but I for got you wont have a body left so ha ha ha ha ha
PS I mean all these things so if you don't send me a copy of Earthworm Jim boooooom ha ha ha
Luke Belcher, Newbury, Berks

SM: Or you could just write to us again until we all die of frustration-induced coronaries triggered by your absolute disregard for language. Stop bothering us and try going to school, urchin.



in the terminal) so I will swap it for Aladdin. Well that's it from me keep up the good work.
Asher Forrester, Wood Green, London

SM: So what's a party exchange? Do you bribe potential hosts with old Nintendo consoles? Or is a sort of pan-cultural cheese 'n' wine do in which you introduce consoles made by different companies?

THEY'RE BEING CHEATED

DEAR SEGA MAG

I have recently bought Sparkster for the Megadrive. I think it is good and better than the Lion King. Do you think the Saturn is better than Ultra 64? Is there a game on the PlayStation that copies Virtua Fighter? Most of my mates used to have SNES's, but they're doing party exchanges for Megadrives. That's good but they're being cheated. I'm not a SNES fan but my mate Shawn had a SNES with Mortal Kombat 2 but got a Megadrive with SOR3 (which he lost in the street!). I also have Flashback which is very good but every time I get to Washington I can't get past the Meltdown mission (he won't put the terminal card

BLAH BLAH GAMES, BLAH BLAH EASY...

SEGA MAG,

Wonderful magazine bla-bla-bla, best ever, bla-bla-bla, every issue, bla-bla-bla more mindless praise etc (sorry, I'll get on with it. I didn't mean to dribble on your boots).

I am the proud owner of a Megadrive and four Sonic carts, and they are all good games. However, when Sonic 2 was first released, all the magazines (at least all the ones I read) said it was difficult and would last much longer than the first Sonic game. Having purchased this game I fast discovered that Sonic 2 was in fact a bit lacking in the "Wow, this is a bit tricky, isn't it?" department and was rather closer to the "Oh, I would appear to have completed the game with seven emeralds in just under two days" zone of lastability.

The Red Dragon was recognised as the Badge of Wales on 10th December, 1901, at which time it was added to the Arms of the Prince of Wales. On 11th March, 1953, the Dragon was again sanctioned, this time being made the official Royal Badge of Wales. It was only after this that it became the authorised Welsh National flag.

THE WELSH DRAGON



The exact origin of the Welsh Dragon is shrouded in the mists of time, and there is still much debate as to its source.

One of the earliest mentions of the Dragon dates to about 800 A.D. when it was linked with Wales in the writings of Nennius. References to the Dragon frequently occur in Welsh medieval poetry, where the creature was used to symbolise the country.

The Red Dragon was recognised as the Badge of Wales on 10th December, 1901, at which time it was added to the Arms of the Prince of Wales.

On 11th March, 1953, the Dragon was again sanctioned, this time being made the official Royal Badge of Wales. It was only after this that it became the authorised Welsh National flag.

discovered it was easy. Again. Then Sonic & Knuckles. I was a little peed off with Sonic by then, but I thought that if it was an add-on as well it might be worth buying to extend my other games. So I did. And at last, I found a Sonic game worth more than half an hour of semi-bored returns to long fully-explored levels. Sonic 3 and Knuckles has attained the rating Quite Good actually. Furthermore it occurs to me that Sega could carry on this run of success by further extensions of already existing games by this invention of new characters like, for instance, YellowBeak, the obscure form of pink and black Portuguese parrot. Sonic and YellowBeak could plug into existing carts, including Sonic and Knuckles, to allow YellowBeak to play on Sonic 2, Sonic 3 and Sonic and Knuckles levels, and explore new and exciting parts of old levels and the slightly derivative six or seven new Sonic and YellowBeak zones. Is this what those ingenious boffins up at Sega have in mind, or have I waffled on for two years writing this drivel? Or am I a sad, lonely individual just crying out for attention? Please notice me...please...
Depressed, Griffydam, Leics

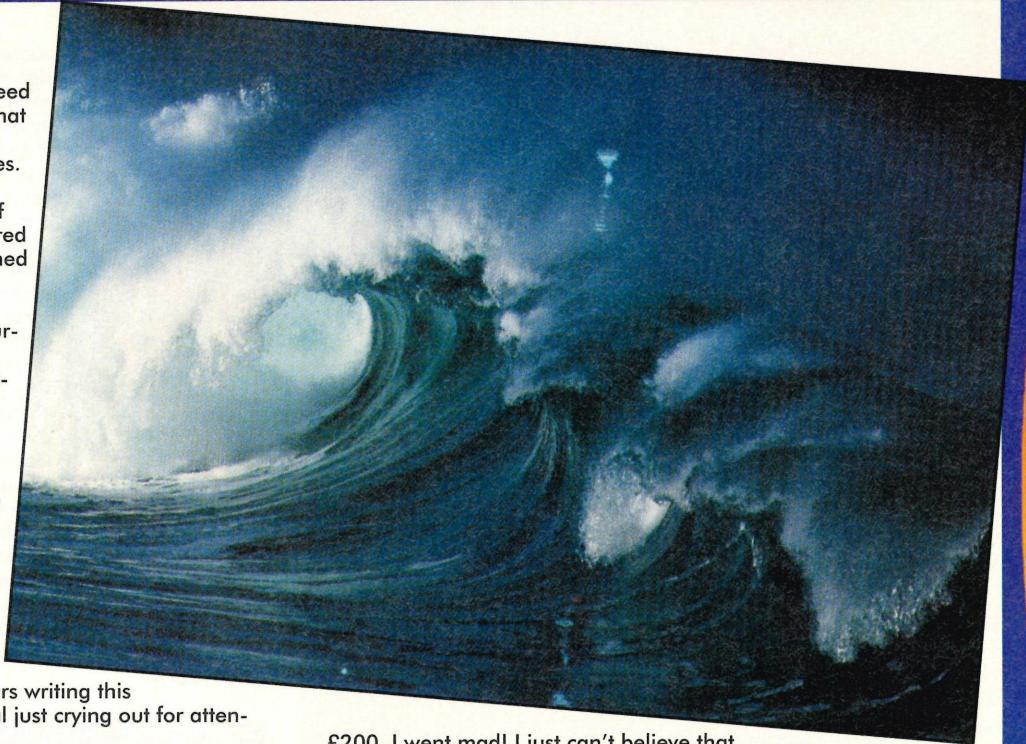
SM: Never mind, Depressed. Just end it all now. You'll feel much better afterwards.

IT SHOULD COST MORE

DEAR SEGA MAGAZINE,

I got off the school bus as usual and went to the newsagents and bought your (ace!) mag. I walked home and started to read it.

Then I saw the bit about the Neptune. I read it and to my horror it said it costs less than



£200. I went mad! I just can't believe that it costs less than £200. I mean, I bought a Mega-CD for more than £400 (with the Megadrive) and now Sega are bringing out a new system that has a Megadrive, Mega CD and 32X for less than £200. I feel really angry. I wouldn't mind if the Neptune cost about £300, but £200 is really out of order! Do Sega think everyone's made of money? Now I'm thinking of selling my Mega-CD so I can buy a Neptune. But now there's probably no-one that wants to buy a Mega-CD because of the Saturn coming out later this year with the Neptune. Even if someone out there wanted to buy my Mega CD I would probably only get £100 for it. Do you think it's worth selling my Mega-CD so I can buy a Neptune? Please help me.

PS I'm a pervy get, so what's that cheat for Chun Li, Mr Graham Coate?

SM: The trouble with technology is that it dates rather rapidly. For instance. Atari VCS consoles were over a hundred quid when they were launched, and you can pick them up for 20p at car boot sales these days. Sadly, whilst the Megadrive is a fine machine it's not exactly a standard bearer anymore, and thus prices have bottomed out somewhat. Why don't you just buy a 32X and save yourself the trouble? It's not like the Neptune is any better, really. And anyway, it doesn't have a CD drive, so you've not done too badly, all things considered.

WE LIKE TAMWORTH

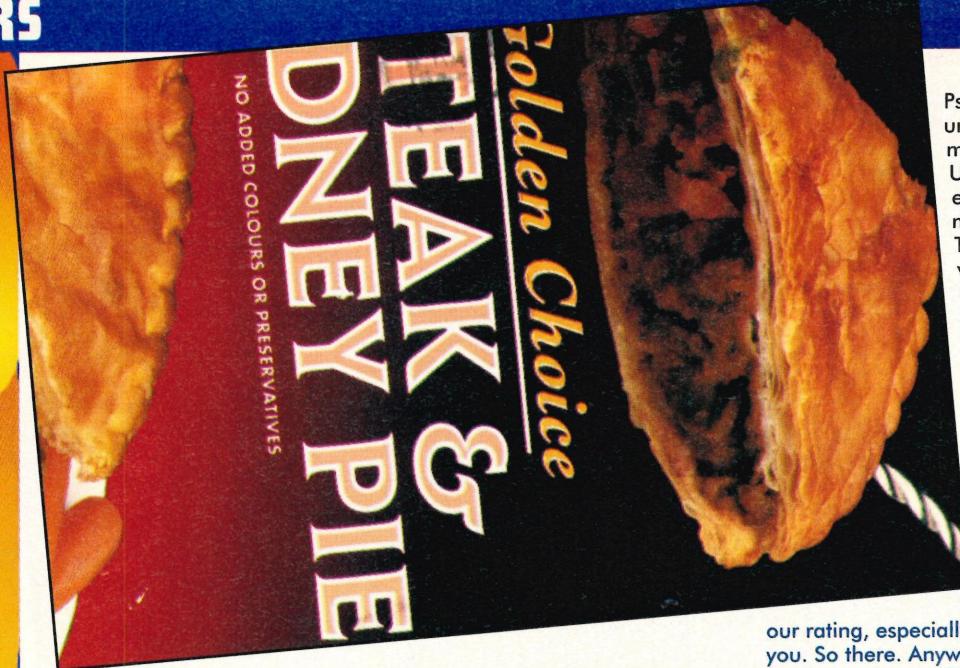
Dear Sega Magazine,

I am a Megadrive owner and thrive on strategy and driving games BUT I've got a problem. I've got enough money to buy a decent game but I've been browsing around the shops and they all look crap (apart from some platformers). I've already got Virtua Racing, but last issue I noticed you previewed Theme Park. It looked ace, so do you think I should wait for Theme Park to be released or wait for something else decent to be released?

PS Ace mag. Keep it up. Don't stop. Ever.
Neil Wilkinson, Tamworth, Staffs.

SM: Well, you could wait for Theme Park, or alternatively you could wait for something else. Either way, I'd wait. By the way, nice place Tamworth. We went snow boarding there. It was great. Our taxi driver was a bit of an arse though.





MAYBE YOU'RE LYING

DEAR SM!?! (KINKY MEISTERS)

Happy rather belated New Year. Anyway, getting to the point. EA, what the hell do they think they are playing at? Bringing out sequel after sequel after sequel. Now correct me if I'm wrong here but aren't EA supposed to be one of the biggest and most sought-after companies in the business? Well with a reputation like that you think they would design their games from scratch. OK, so they have done with the likes of Haunting, Shaq Fu and Battle Squadron but for games like the PGA titles, NHLPA, Road Rash, countless American football and basketball titles, it's all getting a bit tedious. So come on EA get your act together and start programming some new titles not just sequels with a few more digitised character portraits, that is of course if you want to keep your top quality reputation.

One more thing, you know you say that you're the first for Saturn new and previews, well I've got news for you. A lesser magazine (usually associated with people who dribble and eat Ready Brek) have already reviewed two Saturn games. Now before I condemn you I'm not sure if it was the official version or not (which it probably wasn't) but if you're going to claim things like this, please be sure to do some research into what other magazines have done. Sorry to have to say that but keep up the good work,

I J Senior, Huyton, Merseyside

SM: Well I, you've got a couple of points there, but you're forgetting, in your critique of EA, the first rule of business – stick with what you know. For instance, Road Rash 3 might be almost exactly the same as all the other versions of Road Rash, but it's pretty good. And now look at Shaq Fu, a new departure for the Artsters, which happens to be crap. Roll on Madden '96, that's what I say. As for our Saturn coverage, we've pledged not to actually review anything until it actually hits our shelves, so we don't clog up pages we could use constructively otherwise on dire import Mah Jong games. But who else has shown you pics of Panzer Dragoon, eh? Answer me that one.

IT'S BROKEN...

DEAR SM,

I have a problem. When I borrowed Micro Machines 2 off my friend, the game's music kept on going funny and the game crashed a few times when we played it. This also happened when we used his 32X. Also my cousin rented Micro Machines 2 and the same thing happened to him. We both have Megadrive 1s that were bought when they first came out. Is the problem with the Megadrives being faulty or are the games too fast for the consoles?

In issue 11 you reviewed Mega Bomberman, which encouraged me to buy it. But the screenshots in the mag did not match up with my game. The battle zone in the Arctic in the mag has four igloos, whereas in my copy of the game there is only one. Why is this? I am a keen collector of your magazine (I even have the Sega Directory 1994!) so naturally I read your mag back to front. I was scanning through issue 14, In the letters section, one Unfunny

Pseudonym from London commented on your under-rating of Urban Strike, which you dismissed, saying he hadn't played them. I bought Urban Strike in October, completed it and enjoyed playing it. A week ago I went down to my local Games Zone and played Red Zone. The on foot missions may be excellent but what's the point of having them when the helicopter level is so damned complicated that it's impossible to get any further. The map is incomprehensible, the chopper starts rotating if you leave it stationary for a moment and the gunner starts firing off target after a few seconds of firing. Please give some explanation why you gave either game a faulty rating., Richard Hesketh, Guildford, Surrey

SM: We think the word you're striving for is "realism". Yes, Red Zone does take some getting into, but the complex chopper controls are part of the challenge (something Urban Strike is sorely lacking). We stand by our rating, especially since we've played both games more than you. So there. Anyway, on a lighter note – we use Megadrive 1s to run most of our software and we had no problem with Micro Machines 2. So sadly it looks like your machine might be knackered. Sorry.



Go on you kids, clear off out of it or I'll 'ave the law on yer. Go on, I mean it.
Scrumping my Chaos Emeralds, yer whippersnappers.

RAW

JON BON JOVI

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Q+A

Well, I suppose all you sad saps are still waiting by the letterbox in the hope that you'll receive a Valentines card. Well, let me tell you something. IT AIN'T GONNA HAPPEN. Ask Tom Guise. He knows all about it. Of course, the rest of us at SEGA MAGAZINE couldn't actually make it in to work on the day, because our halls were so full of cards we couldn't get the front door open. It was nothing to do with the free Snowboarding day that Sega arranged for us or anything. Not at all.

Anyway, you're probably feeling really down at the moment, you know, with no one loving you and that. But if you want someone to talk to, write in to us at: OH LUVVY, IT'LL BE ALRIGHT, Q&A, SEGA MAGAZINE, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. You can even drop us a line via the internet thingy if you want. The number's at the front of the mag.

I GET WEIRD MUSIC

DEAR SEGA MAG,

After Christmas, I bought a 32X and a copy of Doom. I played it for ages, and after a while I managed to reach level 15. But after that, I didn't get to play level 16 – instead I got some weird music and the credits. Then the Doom C drive was displayed on screen. I still haven't been able to get past this, and I was hoping that you would be able to help me.

JOHN BURKE, IRELAND

SM: There's nothing wrong with your game or your 32X. No sir, the truth is that you are a sad man using the level select which automatically denies you access to levels 16 and 17! We said all this in the review and showcase a couple of issues back – it's not as if it's a big secret or anything. Start from level one and you'll be fine.

WHICH IS BEST (AGAIN)

DEAR SEGA MAG,

Will Virtua Fighter ever appear on the 32X? 2 Which is the best buy; Ultra 64, Sony Playstation or Sega Saturn? 3 Which is cheapest? 4 Will Sega ditch the 32X when the Saturn is released? Will Mortal Kombat III be released on 32X?

ANDREW KENNEDY, CO. ROSCOMMON, EIRE

SM: Yup, you should be playing Virtua Fighter on your 32X by the end of this year. 2 Well, obviously, we're going to say the Saturn, but seeing as none of the machines are available officially until at least September of this year, it's probably best to wait until you can actually try them out for yourself. 3 Again, because the machines aren't officially released, there's no fixed price points for any of the machines. 4 Definitely not. Sega will continue to support the 32X after the Saturn has been released, in fact if anything, it's the 32X that will see the most releases. 5 If it's released on console, you can guarantee that it will appear on the 32X.

LOOK, IT WON'T BE ANY GOOD

DEAR SEGA MAG,

1 Will The Need For Speed be released on Saturn? 2 When will Sega World Rally Championship 1995 reach UK arcades? 3 Why haven't there been any new screenshots for Virtua Racing on the Saturn? 4 When the Saturn is released, will Daytona be packaged with it?

THE POO POO MAN

SM: 1 There's been no mention of it from official Sega-types, so it's not very likely. 2 Later this year. 3 Because a) It's not even 30% complete yet, b) The developers don't want any more shots appearing in the press until nearer the release date. Having said that we printed some last month, although Time Warner tell us that it's come on leaps and bounds since then and we shouldn't really have printed those shots.. 5 Virtua

Fighter will probably be packaged with the UK Saturn.

YES, HERE'S HOPING

DEAR Q&A,

I was really pleased to receive a free tips bible with the January issue of Sega Magazine, as we have loads of older games that we're stuck on. Will there ever be another one? Anyway, we've now managed to get off the first level of Bart Vs the Space Mutants although we've not done too well on Super Fantasy Zone. Here's hoping.

S ARCHER, LINCS

SM: Seeing as we put all the tips we ever had EVER into the book, I doubt whether you'll be seeing another one for a while. But still, it's good to hear that it helped someone. If only the other stuck 2,000 readers could work the cheats out for themselves too, we might be able to get some work done around here.

WILL IT BE IN THE JUNGLE?

DEAR SEGA MAGAZINE,

I don't mean to suck up, but your magazine really is in a class of its own. Anyway, on with the questions.

1 Will Midnight Raiders be a first person perspective shoot 'em up set in the jungle? On page 10 in issue 13, it shows an un-titled screenshot on the bottom left of the page. Is that it? If so, how much will it be and when is it released, because it looks pretty cool. 2 In issue 12 (Q&A) I think that Tony Chown had a point. A cricket game would be brilliant! Don't get me wrong – I'm into football in a big way and I support Arsenal, but it would be good to have a more original game on console. It would be even better if there was a four player option. Thanks for listening.

W MCCLINTOE, CO LONDONDERRY

SM: 1. Yes, it's sort of a first person perspective thing, but it's not just in the jungle. 2 It looks like your luck's in, because Codemasters have just announced that they're developing a cricket game solely for release in the UK and Australia. As with most Codemasters games, it will utilise the J Cart (so you get a four player option) and it will be endorsed by a huge UK cricketing superstar too. If there's any left, that is.

UH-OH. SOUNDS LIKE IT'S BROKEN...

DEAR SEGA MAGAZINE,

I have a few questions for you. Please answer them.

1 Will there be a Gunstar Heroes 2? 2 Will Sega Rally Championship be released on the Saturn? 3 I'm a big fan of Daytona USA. Will it be enhanced for home release (like VR Deluxe)? And will Saturn Virtua Racing be further enhanced than the 32X version? 4 Will Sega release the Saturn any earlier? After all, it is getting brilliant press reports and all the multi-format mags seem to love it. 5 I have a problem with my Megadrive. Everything worked fine until I borrowed a copy of NHLPA '93. During play the colour goes black and white and flickers every now and then. Then I found out that it happens on other cartridges too. I was wondering if there's anywhere I can send off to get it fixed?

Finally, I've found out that you can get a mirror mode on the 32X version of Virtua Racing. To enact it, you have to finish all the races in first place.

then go back to the options screen and you'll find an extra option allowing you to play the mirror mode.

NEIL SAYERS, N IRELAND



▲ Sega Rally, like Daytona on mud, apparently.

SM: 1 Not as such, although the forthcoming Alien Soldier is based around the same game engine that Treasure used in Gunstar Heroes. 2 Don't know yet. 3 Don't know, but if it does, it's unlikely

that it will be enhanced. It might be the same. 4 Virtua Racing on the Megadrive isn't better than the arcade version – far from it. All the graphics and gameplay are simplified for consoles, although the 32X version and the impending Saturn version will be more detailed than the 16-bit title. Sega aren't actually developing the title for the Saturn, so it's difficult to say how

good the game will be, especially since it's still in the early stages of development. 4 You never know - Sega might give in to public demand if you lot deluge them with enough letters. 5 Oh dear. It seems as though your Megadrive is bust. Call Sega's Consumer services Department on (071) 373-3000, and they should be able to sort you out with a reliable electronics genius. However, Rich used to have similar troubles with just that game on his wizened old import Megadrive. If you've got an import, there's nothing you can do about it. Still, that'll learn you, won't it?

WHAT ABOUT THE REAL ENDING?

DEAR SEGA MAGAZINE,
HELP! As you are the top gaming mag around, I was hoping you could help me. On Virtua Racing, how on earth do you get the ultimate ending AFTER winning a race on the hard setting? All I get is a normal replay followed by the rotating car.

MATTHEW SWINDELEHURST, LANCASHIRE

SM: To get the ultimate ending, you'll have to come first in all the tracks on hard setting AND complete the rest of the courses in mirror mode. With any luck you'll get the proper ending after that.

THEY'RE MAKING IT UP

DEAR SEGA MAGAZINE,
Could you please answer the following questions. 1 I am thinking of buying a 32X but am unsure of a few things. Will the Saturn play 32X games? 2 Will the Saturn play Megadrive games? 3 Will any 32X games be converted to the Saturn? 4 Sega say that there will be over 100 32X titles released by the end of the year. How can this be when they only release two or three titles a month?

H McTAMISH, AUCHENDINIE

SM: 1 No, well not at the moment anyway. 2 Definitely not. 3 Virtua Racing will appear on the Saturn, and so will Virtua Fighter, but it's unlikely that any of the other 32X titles will. 4 Sega have confirmed that they will be releasing around 40 32X titles this year, and although they're only releasing a couple every month at the moment, expect to see a glut of releases in the later half of this year. The third party companies like Acclaim will hopefully get their skates on.

WHAT'S WITH THE SATURN?

DEAR Q&A,
Please answer my questions:
1 Will FIFA Soccer be released on the Saturn? 2 Is it worth buying a Saturn on import? 3 Which game will be bundled with the Saturn when it gets a UK release?
RYAN OVEIDA, ESSEX

SM: 1 It's quite likely that EA will decide to develop FIFA for the Saturn, although they certainly haven't confirmed anything yet. 2 No. They're about £200 more expensive than the official machine will



▲ Bash, bosh, bish, oi, cer-unch!



▲ Thwakoooooom!

so, how much will it cost? 2 Will Virtua Fighter 2 be released on the 32X? 3 Will Daytona or Virtua Fighter ever be released on the Mega-CD? 4 How long do you think it will before the Saturn will be outdated by another machine?

PETER FROM WALES

SM: 1 Yup, as mentioned previously, this will be out before the end of the year. We don't know how much it will cost yet although somewhere around the £60 area would be a pretty educated guess. 2 I doubt it very much. 3 Is that a joke? 4 Ooh, not for ages and ages.

WHAT'S CHEAPEST?

DEAR Q&A,
1 When will you be able to print the updated Saturn specifications? 2 Will the Saturn version of Virtua Racing be a "deluxe" version? 3 As JVC, Hitachi and Sega are all making their own versions of the Saturn, which will be the cheapest? 4 Will Virtua Fighter 2 ever make it to the Saturn? 5 With Daytona USA being released for the 32X, how will it compare to the Saturn version?

SAMIR ELAHENE, NORWICH

SM: 1 Erm, the Saturn's already released in Japan, so there's no updated specifications as such. 2 Well, it will be better than the 32X version with ten tracks and five different cars. That's the plan anyway. 3 They will all cost the same amount. 4 Quite possibly. 5 Oh dear, you've been reading one of the sad Sega-related pamphlets purporting to be our competitors. There are no plans for 32X Daytona at present. The shots you've probably seen were of a 10% complete Saturn version. And speaking of mis-information, Virtua Fighter 2 hasn't been completed for the Saturn (work has just begun), but Yu Suzuki's AM2 team are working on arcade Virtua 3.

YO, WORD UP,

ETC

YO SEGA MAG,
Chill Homeboys, how's it groovin'? (What???)
Enough of this chit-chat, answer my questions or I might just glock the hammer. 1 When will I be able to buy a UK Saturn? 2 When is Metal Head out on the 32X? 3 Please put these games in order from



▲ Metal Head eyes up a new motor.

RELEASE SCHEDULE

MARCH

MEGADRIVE
ASTERIX: THE POWER OF
THE GODS

MEGA-CD
ECCO 2

GAME GEAR
BONKERS
FATAL FURY
SONIC DRIFT RACING

32X
METAL HEAD
FRED COUPLE'S GOLF

APRIL

MEGADRIVE
SAMURAI SHODOWN
SPEEDY GONZALES

MASTER SYSTEM
SPEEDY GONZALES

GAME GEAR
SPEEDY GONZALES

best to worst: Cool Spot, Earthworm Jim, Pete Sampras Tennis, Micro Machines 2, Psycho Pinball. PLEASE answer my questions as a £2,000 cheque will be posted to you if I win the lottery. ANDREW TREEN, IN A PLASTIC BAG SOMEWHERE OFF THE M1.

SM: in September. 2 It's out in March. 3 Micro Machines 2, Earthworm Jim, Psycho Pinball, Pete Sampras Tennis, Cool Spot.

WILL IT COME WITH A GAME?

DEAR SEGA MAG,
Could you please answer my important questions as I am dying to know the answers. 1 Are Sega planning to release a special 32X pack complete with a game? Me and my friends think it would do really well. 2 Do you think it is worth buying Rock n' Roll Racing on the Megadrive? If it is, could you send me a copy because you probably get it for free. 3 What machine can handle the most polygons: the Saturn, the Playstation or the Ultra 64?

MATTHEW LINDLEY, EAST SUSSEX

PS: If you have any odd Sega stuff lying around the office, please send to the address in the top corner.

SM: Possibly. It would definitely entice more people into buying the add-on, but Sega haven't revealed their 1995 marketing plans for the 32X yet. But with the 32X/Megadrive combo on sale in the later half of this year, they'd be stupid not to really. 2 No. And no you can't have a copy either. 3 That would all depend on how clever the programmers were at coding as Saturn doesn't have hardware polygons like those other machines do, so coders would have to come up with their own routines to draw 'em.

PS: What do you think we are? Some kind of charity for whining idiots?

Oh. Is that it? Does that mean I can go now?
Brilliant! Er, I mean, keep those problems rolling in and we'll be back next month for more Q&A japery. Bye!

ARE YOU X-PERIENCED?

SHOWCASE



X-PERIENCED

Everyone's heard of the X-Men. Their popularity is currently at its highest peak with an excellent animated series on the TV every Saturday and nine regular comic titles on the shelves every month (and that's not including the mini-series). The X-Men are the lynchpin of Marvel's corporate image and Sega are hoping that some of this super-powered X-credibility rubs off on them with their latest comics related release: **X-Men 2, the Clone Wars**.

When you think about it, comic characters are excellent fodder for translation into videogames, what with the bizarre range of incredible super-powers and incredible feats of "derring-do". And controlling an adamantium-clawed psychotic sure has more credibility to it than moving an earthworm or blue hedgehog about, come to think of it.

What's more, games designers don't have to put much originality into the game either. After all, the heroes, villains, backdrops and plots have already been created by some of the most imaginative guys in the comics business, so all the coders really have to do is come up with an original game concept... which is a shame really because that's exactly what the people behind this game haven't done. No sir, X-Men 2 is a very unoriginal platform game. However, what they have done is to bring a fair old few X-Men over to the Megadrive and convert just about all their powers over as well, which is always a good idea. And the game's pretty playable too, so it's not all bad news. Far from it.

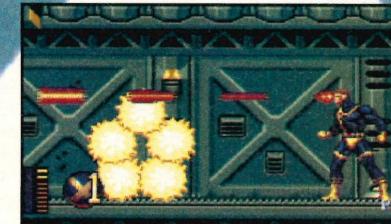
WHAT'S GOING ON?

Any X-Men fan will know that the plots of the comics often stretch the willing suspension of disbelief to its very limits, so it's a shame that the game's plot is surprisingly mundane. Apparently these Phalanx alien beings have started infesting earth again, cloning tons of the X-Men's foes in an attempt

>>



▲ Wolverine is best suited to beating some sense into Magneto.



▲ Bang.



▲ A nice picture of Cyclops.



X-PRESS YOURSELF

Seven X-Men in total are at your disposal in this videogame - here they are, along with what they do and how best to use their special mutant superpowers.



CYCLOPS

One of the original X-Men, and possessed of a high energy optic blast that can punch holes through tank armour... in the comics. He's still got his beam in the game, but you need to power it up before it does any real damage. To compensate, he's developed a few martial arts skills. The fact that you can use the optic blasts from afar makes Cyclops a good character to use.



▲ The optic blast can be fired in eight directions.

BEAST

This blue furry mutant is actually a gifted bio-chemist, although it's his remarkable agility and incredible strength that come in handy during the course of the game. Using his feet he's able to cling onto walls, sort of like Spider-Man really.



▲ Beast is large and quite difficult to control actually.

GAMBIT

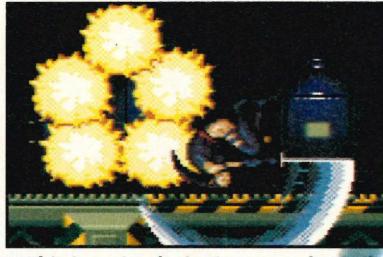
The mysterious Cajun loner from the X-Men still possesses his athletic abilities and high-energy playing card throwing powers. He's also equipped with a large pole which he uses to bash those nasties about with.



▲ Gambit's playing card antics make him pretty powerful.

PSYLOCKE

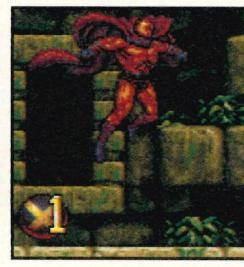
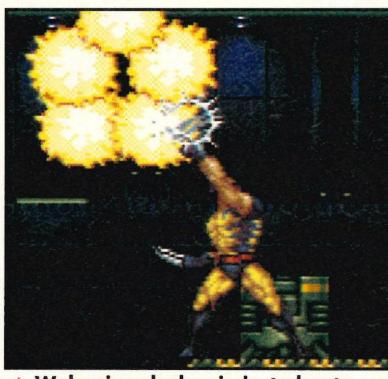
The token female addition to this game's X-roster is Psylocke. She's a telepath with mind-rending psionic powers who also happens to be a highly skilled ninja armed with a huge sword and a fair few combat manoeuvres.



▲ This jumping/spinning sword attack is quite deadly.

NIGHTCRAWLER

Perhaps no-one's told the programmers that he hasn't been in the X-Men for about seven years now. Still, Nightcrawler's wall-sticking abilities coupled with his incredible agility and teleporting techniques make him a valuable asset to the team.



▲ Wolverine slashes in just about every conceivable direction.

PLAY AS MAGNETO!

Everyone knows that Magneto is the X-Men's greatest foe, although he has been known to unite with his enemies to fight off a common threat. And that's exactly what the Phalanx aliens represent in this game, although the method of recruiting Magneto to your cause (bashing him up until he gives up) is a bit mean. Also, seeing as he's supposed to be so all-powerful, it's a bit of disappointment that he's probably the weakest of the mutants you get to control.

▲ Flying and blasting with an ace magnetic smart bomb. That's Magneto.

X-HISTORY

The year of 1963 was pretty historic for X-fans, for it saw the very first issue of X-Men published in America by Marvel. It was put together by comics legends Stan Lee and Jack Kirby - whose credits included the Fantastic Four, the Amazing Spider-Man, the Mighty Thor and the Invincible Ironman. Unfortunately, X-Men proved to be a pretty dismal failure compared to the other Marvel creations and was on pretty shaky ground for around a decade. However, these fortunes were reversed in 1975 when Len Wein created a new, international X-Men team in the now legendary Giant Size X-Men #1. Wein (and later Chris Claremont, John Byrne and Dave Cockrum) revitalised the X-Men with clever characterisation, more interesting heroes (including the most popular X-Man of all - Wolverine) and some stunning storylines. Buying one issue of X-Men wasn't enough - there was always some kind of cliffhanger that demanded that you buy the next issue.

X-Men became a phenomenon of gargantuan proportions and an entire X-mini universe was created from the early eighties onwards with titles such as The New Mutants, X-Factor, another X-Men comic, X-Force, Excalibur, Generation X, Wolverine, Cable and even a future universe edition: X-Men 2099. Numerous collectable limited edition runs based around individual X-members continue to this day.

Let's not underestimate the power of the X-Men. Their comics make up a staggering 11% of the comics market and last year the top three titles all had X in the title... er, apart from the Wolverine comic. This success looks set to continue in 1995 with the super-collectors limited series The Age of Apocalypse - a worthy 40 issue investment if ever there was one.



▲ This comic's worth about £170, believe it or not.



▲ An early issue of the new X-Men. Classic.



▲ Psylocke is the token female addition to the X-Men in this game, here in her telepathic ninja mutant from hell incarnation.



▲ Cyclops' optic blasts make him one of the best characters in the game. Being able to attack from long range is super-useful.



▲ Cannisters explode with devastating effect.

THE X-LAYOUT

The layout of the game is pretty basic. You need to take an X-Man (or two if you've got a mate nearby) through a platform level, kicking the crap out of enemy Phalanx clones, perhaps beating up on a big boss character, before securing your main level objective.

After that it's back to the X-Men's War Room where Professor Charles Xavier picks a new target for you to take out, using his mighty alien computer Cerebro. Each main level is split up into around three main sections and you can choose a different X-Man after complete each section (or if you die). The different levels represent the X-Men universe pretty well, with the heroes infiltrating the likes of Sentinel bases and even Magneto's orbital fortress, Avalon.

It all adds up to a game that strives pretty hard to capture the excitement of the comic series, and succeeds admirably to a certain extent. Still, away with such talk! If you want to know our opinion on the game, read the next sentence - that'll tell you where to look.

X-Men 2: Clone Wars, is "X-clusively" reviewed on page 76.

SEGA



SEGA

CAPCOM COIN-OP X-CESSES!

You just can't keep those X-Men characters down can you? After all, not only are they starring in an all-new Megadrive title this month, they've also burst onto the arcade scene in a spectacular fashion, courtesy of Capcom.

**STORM**

Lightning storms, tornadoes, you name it. Storm controls the power of the elements!

**OMEGA RED**

Russian supersoldier whose electrified Dr Octopus-style arms can reach you anywhere.

**JUGGERNAUT**

Enormous, practically indestructible, unstoppable killing machine.

And being a Capcom product, it should come as no surprise to discover that it's another one-on-one beat 'em up in the style of Super Street Fighter II. However, there's no denying that the company have really pushed the genre to its limits and have created what is easily the best sprite-based combat game to date, easily overshadowing the likes of Mortal Kombat II and Killer Instinct.

Capcom have incorporated loads of original new features, which really enhance the game's appeal. First of all, as well as sideways scrolling, the programmers have incorporated an amount of "height" into the game, which is useful when it comes to pulling off a "super jump". Also, under the onslaught of heavy-hitting characters like Juggernaut and Colossus, the floor has a tendency to give way, so it's possible to get loads of airborne attacks in as you descend.

Capcom have done an outstanding job in bringing the X-Men characters to "life", and each looks and moves exactly as you would expect. Wolverine is a ferocious, almost unstoppable powerhouse, using his claws to devastating effect with some amazing displays of animal-like athleticism (and Capcom hired the voice talents of the actor who provides Wolverine's voice for the X-Men animated series to add extra authenticity!). Psylocke's ninja-training makes for some routine combat moves, although she fries the minds of her opponents using a variety of brain-rending techniques. In fact, just about every decent X-Man is present, along with a great choice of villains including Juggernaut, Omega Red and (of course) Magneto. Just about everything in the game is almost perfect in terms of execution. The characters are excellent, adding substance to an incredible beat 'em up engine. Everything you'd want from a combat game is in there - brilliant players, multiple-combo capabilities, superb graphics, incredible super moves and a smart feel to the gameplay itself.

It's definitely SEGA MAGAZINE's choice if you want to play the ultimate sprite-based videobrawl - and guess what? Capcom have announced that it's their first game to be released for the Sega Saturn. X-Men is in development now and it's reckoned that the game will be complete in time for a June Japanese release, so it should be officially available before Christmas!

**MAGNETO**

The M Bison of the X-Men. Doesn't look like much, but definitely the most powerful being in the game.

**MAGNETO**

The M Bison of the X-Men. Doesn't look like much, but definitely the most powerful being in the game.

**WOLVERINE**

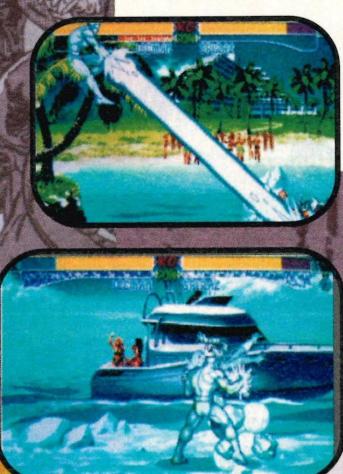
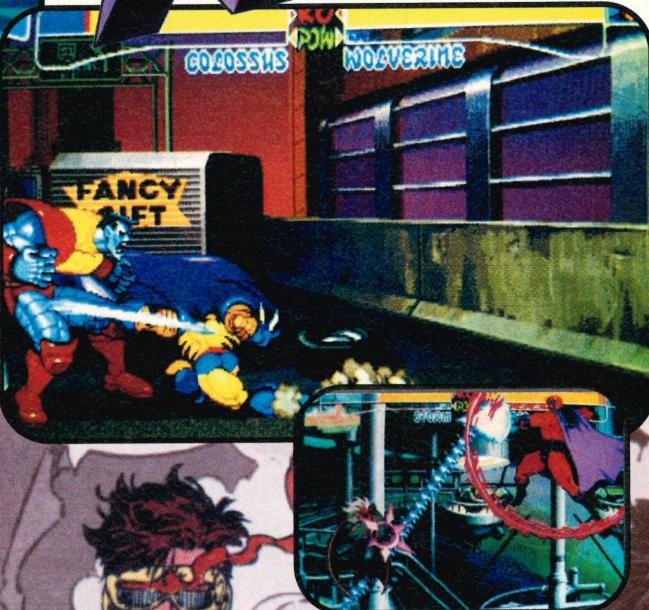
Psychotic killer with the adamantium claws. Even his defensive techniques involve attack.

SEGA

**CYCLOPS**

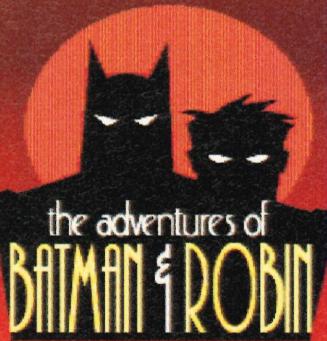
Optic blasts a-plenty, of varying sizes and power intensities. Great for multiple-hit combinations.

X-MEN



THE DARK KNIGHT RETURNS...

SOON!



▲ Haha, Batman throws underarm.



▲ Tee hee, Batman wears a cape.



▲ Chortle, Batman wears knee-high leather boots!

With the mega-bucks Batman Forever movie limbering up to be THE hot summer movie, the Caped Crusader hype-machine is revving up for action once again.

However, for the more discerning Bat-fan, a far better source of bat-thrills than the disappointing movies has been available for a few years now, in the form of the top-notch Batman: Animated Series. Packed with superb animation, thrilling plots, tons of super-villains and a Batman who can actually move his neck, it's certainly one of the best cartoons around and perfect material for a top-grade Megadrive game. So, cue The Adventures Of Batman and Robin!

SEND OUT THE BAT-SIGNAL!

Now, regular readers of SEGA MAGAZINE will recall that we took a look at this game back in our February issue where we promised a review and showcase in the next issue. Well, that was two issues ago, so what's happened? Has the Caped Crusader been kidnapped by the nefarious Penguin? Could the Boy Wonder have been held back after school? Has Bruce Wayne's faithful butler Alfred run off with young Master Dick's Aunt Harriet, tying up the dynamic duo so they can't report the scandal to the local papers? Actually no, Sega have in fact pulled the release of Batman and Robin back to June to give the programmers the time they need to really turn out the goods and, no doubt, to cash in on the hype of the movie at the same time. Of course, that doesn't stop us keeping you informed of its development, so here's the latest.

WHAT NEWS, COMMISSIONER?

For those of you that have missed the previous coverage we've given this game, The Adventures Of Batman And Robin is basically a platform game, as if you couldn't guess. Racing through the streets of Gotham, Batman (and trusty sidekick Robin in two-player mode) have to punch, kick and batarang various thugs out of their way in their quest to clean up the city. Of course, no Batman game would be complete without the usual rogues gallery of super-villains waiting in the wings (or at the end of each level in this case). Thus, the likes of Harlequin, The Mad Hatter and the Joker, to name just a few, all make appearances as end-of-level bosses.

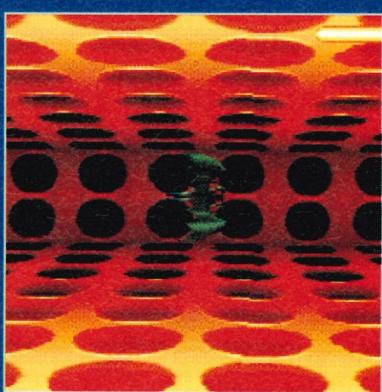
NICE COSTUME!

What really sets Batman and Robin apart from your usual Megadrive platformers is the graphics. Staying true to the style of the animated series, the backdrops and sprites look simply superb. Moreover, there are some especially impressive 3D levels as Batman flies over Gotham in his Batwing and takes a jaunt through a strange perforated level on a jetpack. Considering some of the technical feats in this game, we originally thought it was the work of top programming team Zyrinx (who were responsible for Sub-terraria and Red Zone), however it's actually being put together by newcomers, Clockwork Tortoise, a team we know absolutely nothing about, save that they're obviously capable of getting some neat graphical tricks out of the Megadrive.

Although still in it's early stages, Batman and Robin already has the makings of a top-grade game which we hope to cover fully in the next few months amid the massive summer bat-hysteria. Let's hope this particular bat-product matches the hype.



▲ Top to Bottom, Batsy dodges the crane boss, before taking to the skies.



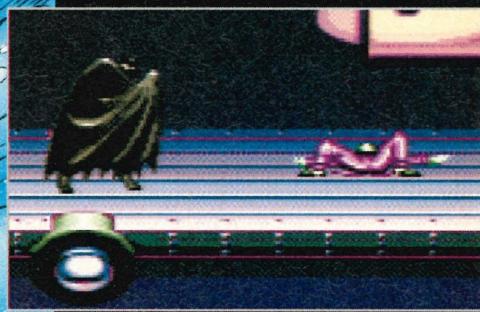
▲ Ah, it's young Master Dick taking on one of the flying levels. Bruce Wayne makes him wear tight costumes.



▲ And your host... Johnny Batman! Thank you, thank you.



▲ Quick Batman, fart while he's got his mouth open.



▲ Whoops, now you've done it Mr Batman. I wouldn't ask for your ball back if I were you.

▶ These levels are currently unfinished, hence the lack of baddies. Still that's okay for Robin. He's at that age when he likes to be by himself.



"In the chill of night/ At the scene of the crime/ Like a streak of light/ He arrives just in time!" Ah yes, Spider-Man: The Animated Series sure brings back those memories. Who can forget the crap animation, the incredibly manly voice given to the weedy Peter Parker. And of course, that awesome intro music. And now Acclaim are bringing us the videogame, although it's actually licensed from the all-new Spider-Man series that's just come out in America which is, by all accounts, totally superb.

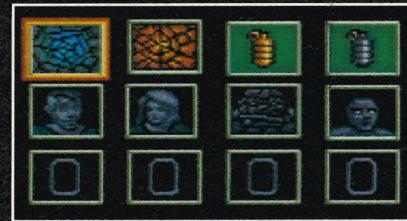
Anyone who has played Wolverine (also from Acclaim) should be instantly at home with this new Spider-Man game. It's platform action all the way, with Spidey battling a whole host of his most dangerous foes - most of which, incidentally, are dead in the comics (but not in the new animated series). So expect to see the likes of the Scorpion, Green Goblin, Hobgoblin, Dr Octopus and of course Venom showing up at some point to do battle with the web-slinger.

Acclaim have perhaps tried to be a bit too clever with this Spidey game by introducing powers and weapons that the web-slinger doesn't actually have. Included in the line-up of new weapons are the likes of stun grenades and Hyper Spidey powers. This is basically heresy as far as Spider-fans are concerned, but if it works in the game we won't have that many complaints.

If this assortment of new weaponry isn't good enough, Spider-Man can also call in the aid of the famous Fantastic Four, who use their respective powers to smash the enemy sprites out of the way. This special guest appearance is probably down to the fact that the FF have their own animated series in America at the moment.



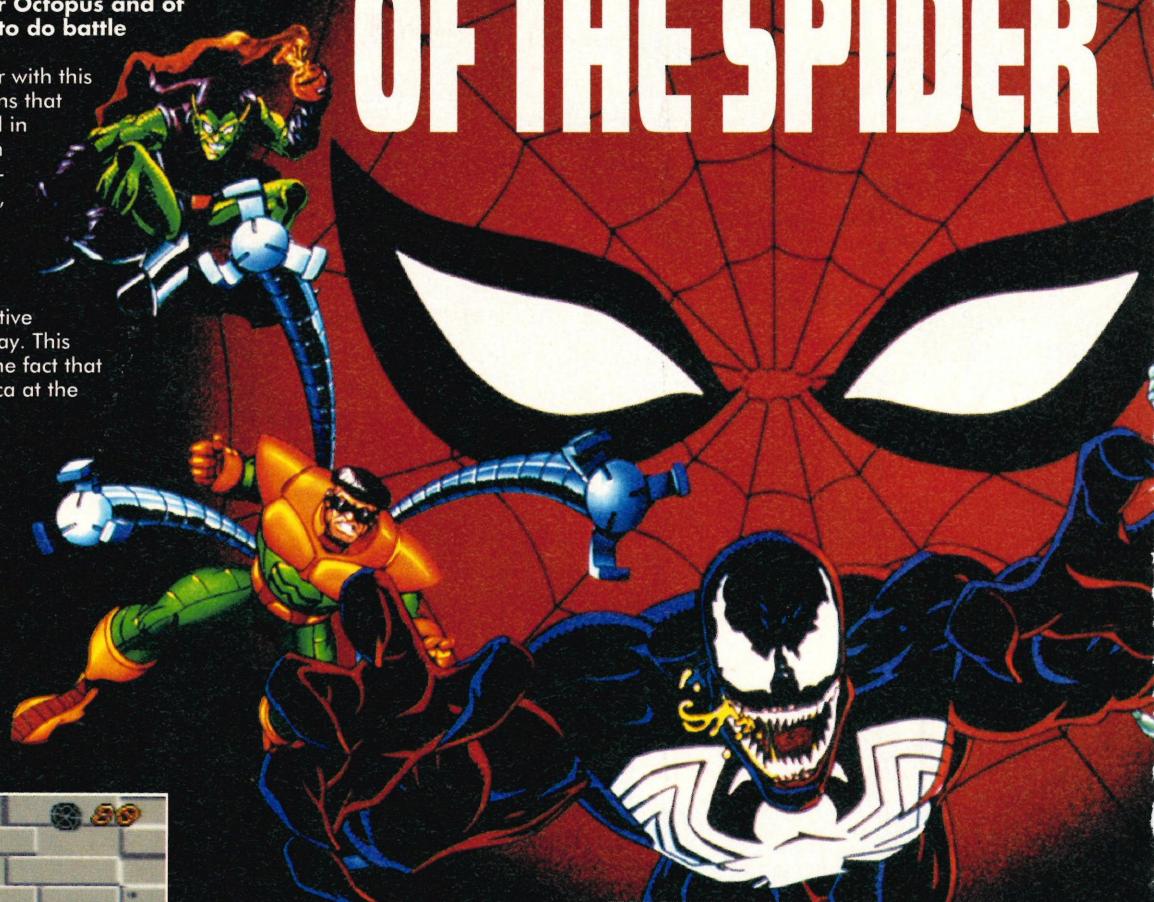
▲ Come on then! Who wants some? Eh? Eh?



▼ Peter Parker's spider-like agility is presented in this game quite well, which does make a change it must be said.



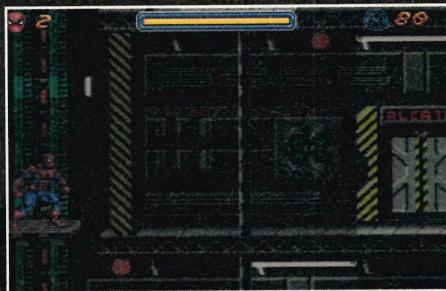
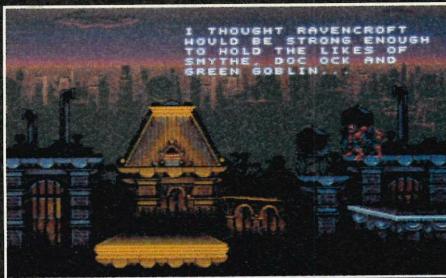
THE FUE OF THE SPIDER



▲ Look, hiding behind there isn't going to fool anyone.



▲ That's the Shocker there, obviously terrified.



▲ The gallery of evil: Dr Octopus, Green Goblin, a Spider Slayer and Alistair Smythe (creator of the aforementioned Spider Slayer).

SPIDER-MAN



AN ANIMATED DISCUSSION

This game may be based on the new Spidey cartoon (which isn't due over here for another year yet), but the new series is actually the third animated series starring your friendly neighbourhood Spider-Man.

Everyone remembers the old 60s' series (which has rerun on Sky a couple of years ago), and just about anyone should be able to recall the amusing Spider-Man and his Amazing Friends, where Peter Parker gets an entire super crime-computer set up in his Aunt's house. This series also featured the X-Men's Iceman along with new character Firestar (who actually turned up in the comics later).

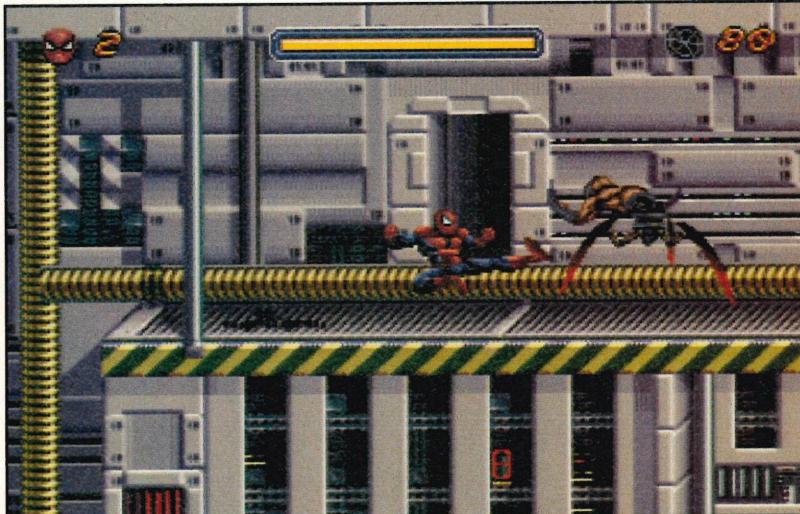
The new series follows up the incredible success of the X-Men series, which is now in its third season. Marvel aim to include old villains as well as new in the series, whilst keeping comic fans happy (a recipe which did wonders for the X-Men series).

SPIDEY COMICS

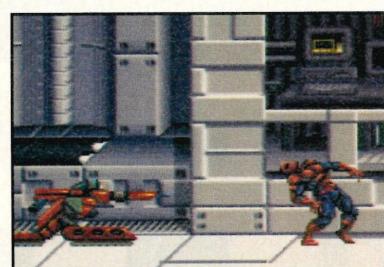
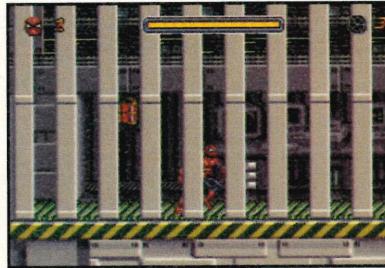
Spider-Man first appeared in 1962 in a magazine called Amazing Fantasy #15. From the outset, Marvel's bosses opposed Stan Lee's plan for the web-slinger, claiming that everyone hated spiders and that no-one would relate to a wimpy kid tied to the apron strings of his aged aunt. Amazing Fantasy was due to be shut down so Stan Lee published his Spider-Man story anyway. The result? One of the biggest selling comics of 1962. Amazing Fantasy gave way to Amazing Spider-Man, put together by Lee along with artist Steve Ditko. The rest, as they say, is history. Spider-Man was the last comic character (after Superman and Batman) to attain icon status.

The Spider-Man series of comics are Marvel's best-selling single character books, with sales rocketing recently due to the return of the Spider-Man clone, who has taken on a separate superhero identity and whose antics take up half of the Spidey books on the shelves now.

Marvel have been pulling out the stops recently to boost sales, so in the space of a few months, we've seen the return of the clone (and another new one wandering about with amnesia), Spider-Man's wife falling pregnant, his aunt finally dying, Doctor Octopus murdered, along with various "hints" indicating that the Spider-clone may actually be the real web-slinger. In fact, just about comic cliché you can imagine has been exhumed, apart from a family member coming back in time to change the future - and that might be happening sooner than you might imagine. Fascinating.



▲ Spidey takes on a Spider Slayer robot. No problem.



▲ Oof! Bet that hurts. Whatever happened to the ol' spider sense?



▲ Dr Octopus is dead in the comics, you know. But not here. Obviously.

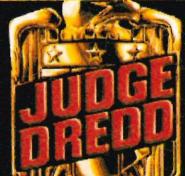
GRUD ON A

Hey you! Citizen! Ever thought about breaking the law? No? Come on, I bet all of you have committed a minor offence at one time or another, and I bet you got away with it too. But if you were a citizen of Mega-City One you'd get fifteen years in the cubes for even the thinking about breaking the law. You see, Mega-City One is a twenty-first century metropolis policed by Judges, the most feared of whom is the awesome Judge Dredd. And in his eyes, NO ONE can escape the law! Resident writer droid SAM HICKMAN pays him a visit.

Judge Dredd is not a happy man. But then again, he's never been a happy man. You see, Mega-City One is inhabited by eight hundred million people and at least half of them live on the wrong side of the law. It's Dredd's job to track them down and prevent them from committing a crime ever again. But seeing as Mega-City One is no ordinary city, there's some pretty outlandish goings on - juves peddling illegal umpteen candy, dodgy travel firms chump-dumping their passengers into space, and Mafioso types trading live humans for spare body parts - to name but a few. Of course, there's no easy way to deal with these perps (apart from a short stretch in the cubes) but armed with both the lawmaster and lawgiver, Dredd is enough to make most of them tremble in their street creepers. Remember: HE IS THE LAW!



GREENIE!

 JUDGE DREDD

BORAG THUNGG, EARTHLETS!

So where did all this Judge Dredd business begin? Well, most comics fans will recognise him from 2000AD, and it's here that Dredd first appeared – in 1977 to be exact. The original story was created by Pat Mills, who intended the character to appear in an occult-themed comic strip provisionally entitled 'Judge Dredd'. He then mentioned the idea to colleague John Wagner, who was also working on a story featuring a ruthless cop of the future. After many compromises, the two decided to combine Mills' character with Wagner's story and after adding a more crime based theme to the story, the very first Dredd script was formed.

After compiling the preliminary scripts, the writers then had to search for an artist who was capable of creating a strong enough character. They finally decided to commission Carlos Ezquerra on the strength of drawings he had produced for a character called Major Eazy. When the results came back, Wagner and Mills were amazed: Ezquerra had not only created one of the most exciting comic characters ever, he'd also drawn up sketches for Dredd's bike, the lawmaster, and planned the stories to take place in a sprawling metropolis inhabited by 800 000 000 people, known as Mega-City (later changed to Mega-City One).

The very first Dredd story appeared in Issue 3 of 2000AD, and it soon became the most popular story in the comic. Dredd is now a cult hero, with millions of fans all over the world. The writers attribute his success to way-out storylines, stunning artwork, the character's flexibility and sheer hard graft!

YOU PEOPLE ARE DREAMERS
THAT'S OKAY IN ITS PLACES, BUT
HERE IN MEGA-CITY ONE, I AM THE JUDGE
TO MAKE THE LAW IN THIS CITY.
BECAUSE HERE, I AM THE LAW.



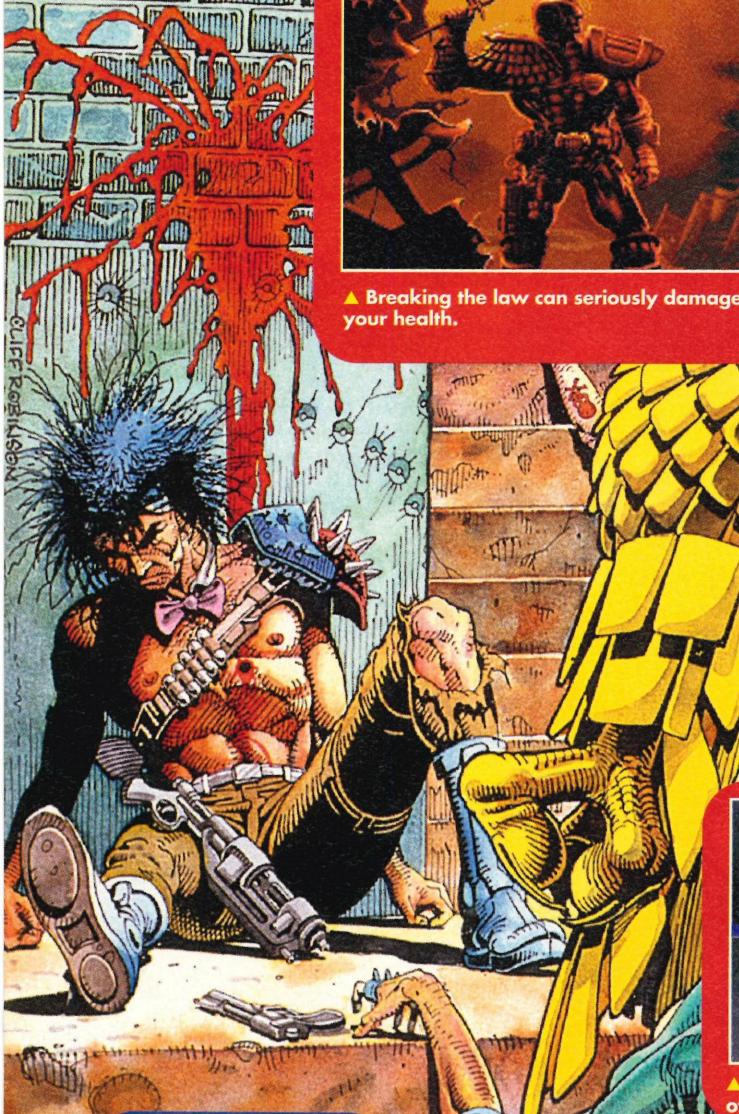
▲ Breaking the law can seriously damage your health.



▲ Hovering over Mega-City One is an offence that carries a ten-year sentence!



▲ The judge's badge. Don't leave home without it.



AH, DREDD. WE'VE BEEN EXPECTING YOU...

Although the comic, film and game versions of Judge Dredd are all slightly different, there's loads of perps and judges that pop up in all three versions. Here's some of the people you can expect to see:

CHIEF MCGRUDER

Senile bag lady or all-seeing, all-knowing mistress of wisdom? Doesn't make much difference really, because whoever she is, she's still in charge of Mega-City One. This means she is allowed to be really grouchy and Judge Dredd has to do whatever she says.

RICO

Dredd's cloned brother, exiled to the cursed earth after being found guilty as a corrupt judge. Is slightly stronger and more intelligent than Dredd, but is hell-bent on revenge after being betrayed by his own brother.

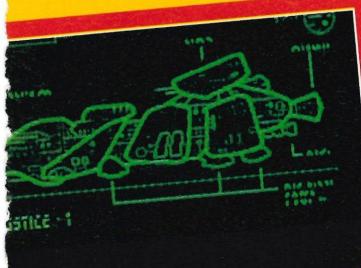
JUDGE HERSHY

The obligatory love interest, even though she was

never that way inclined in the comics. One of the toughest Judges ever trained and yes, she's a woman too. But don't let that bother you. It's never bothered her.

MEAN MACHINE

One of the most violent characters ever to appear in a Judge Dredd strip, Mean Machine has extreme psychopathic tendencies. He also has a dial on his head which enables him to alter his violence levels. Be very worried if he says he's taking you to number four.



Ezquerra's very first Dredd sketch. The nightstick has now been replaced with a much more lethal weapon – the infamous lawgiver!

▲ The Lawmaster – superbike of the future.

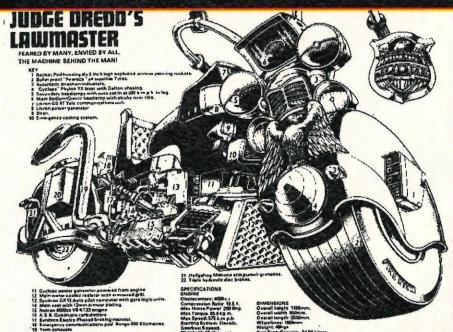
▲ Would you want to live here?

▲ Oh dear, lookssss like Death iss on the way.

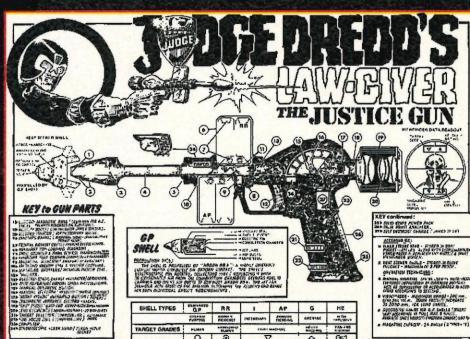


▲ Drokkinhell! Who's been messing with me bike?

▲ Thisssss isssss Judge Death. He m...



No Dredd would be complete without the Lawmaster – a souped up Harley with a top speed of 570km/h, armour plating, syntron GK13 Auto pilot computer, Cyclops phylon TX laser with delton phasing and hedgehog midrone anti-pursuit grenades. And that's not the half of it!



Imagine every single dangerous weapon in the world all rolled into one, and you're on your way to envisaging the might of the lawgiver! It's capable of stopping any prospective perp dead in their tracks and as far as Judge protection goes, no other weapon will do.



WHAT? HE TAKES HIS HELMET OFF?

Although the first stills of the forthcoming Dredd movie are only just beginning to appear in movie magazines, the rights to the character were purchased way back in 1980. But after a string of directors and screenwriters unsuccessfully attempted to bring Dredd to the big screen (at one point Arnold Schwarzenegger was cast as the main man) the project was abandoned, seemingly forever. However, in late 1994, rumours began to circulate that the project was to be revived, with Danny Cannon (The Young Americans) as director and Sylvester Stallone as Dredd. Of course, this all turned out to be true, and even though Stallone initially had reservations about the film, he was attracted by the director's enthusiasm and sheer ambition. "I went with the passion of youth on this one," he said in a recent interview. "There is a certain kind of zest and aggression that reminds me of someone I used to know".

The film's plot takes much of its inspiration from classic Dredd stories, and although some of the comic's features have been directly lifted, there's a completely new script, where Dredd sees himself framed for murder by evil megalomaniac Rico (Dredd's corrupt clone brother).

There's plenty in there for fans of the comic too, although Cannon is the first to admit that he's not prepared to make compromises. "I think the fans just have to grow up. The guy's got to take his helmet off, you've got to find out this man's a human being, that's the point in this story."

And the film's prospects? "There's a richness to Dredd," he enthused "we're creating the Roman empire and there's a lot of Greek mythology in here also. It's intrigue, it's mystique, it's timeless and that's what class, what style we have."

Indeed. But with fans up and down the country already claiming outrage over the desecration of their favourite law giver, there's certainly going to be plenty of hype surrounding the film when it's released in July.

DREDD-FUL?

Like the film, the game version of Judge Dredd has been a long time coming. It was initially discussed over two years ago, when Acclaim first engaged in talks with Fleetway (the publishers of 2000AD). But Acclaim didn't sign up the license immediately – they waited until they could find a programming to produce the game. Six months later, Probe were signed up for the project, and since then they've been working on several versions of the game. They're still holding their cards pretty close to their chest, but with any luck we'll see a finished version of the game by the end of April. At the moment, the game is still in its early stages, but Acclaim have admitted that they've taken most of their influences from the movie, not the comic. So does this mean that Dredd groupies will be crying into their synthi-beer (alcohol is banned in Mega-City One) at the 'artistic licence' employed in the forthcoming Megadrive and 32X games? Well, hopefully not, because although it is slightly unoriginal in concept (yup, another platformer) Dredd is as hard and ruthless as he is in the comics, and there's plenty of recognisable characters in there too. You'll bump into the rather polite Mean Machine on your travels, consult with Chief McGruder, fall in love with Hershey, and even take an all expenses paid trip to the cursed earth. Totally zarjaz!



Judge Dredd the film, and Judge Dredd the game won't be released until July. But you can bet that we'll be bringing you more thrill-packed coverage as soon as we can. In the meantime, if you can't wait for your next Dredd fix, why not tune in to 2000AD, on sale at your local newsie every week, for 80 of your earth pence.

YOU ARE now ENTERING... **THE COMIX ZONE!**

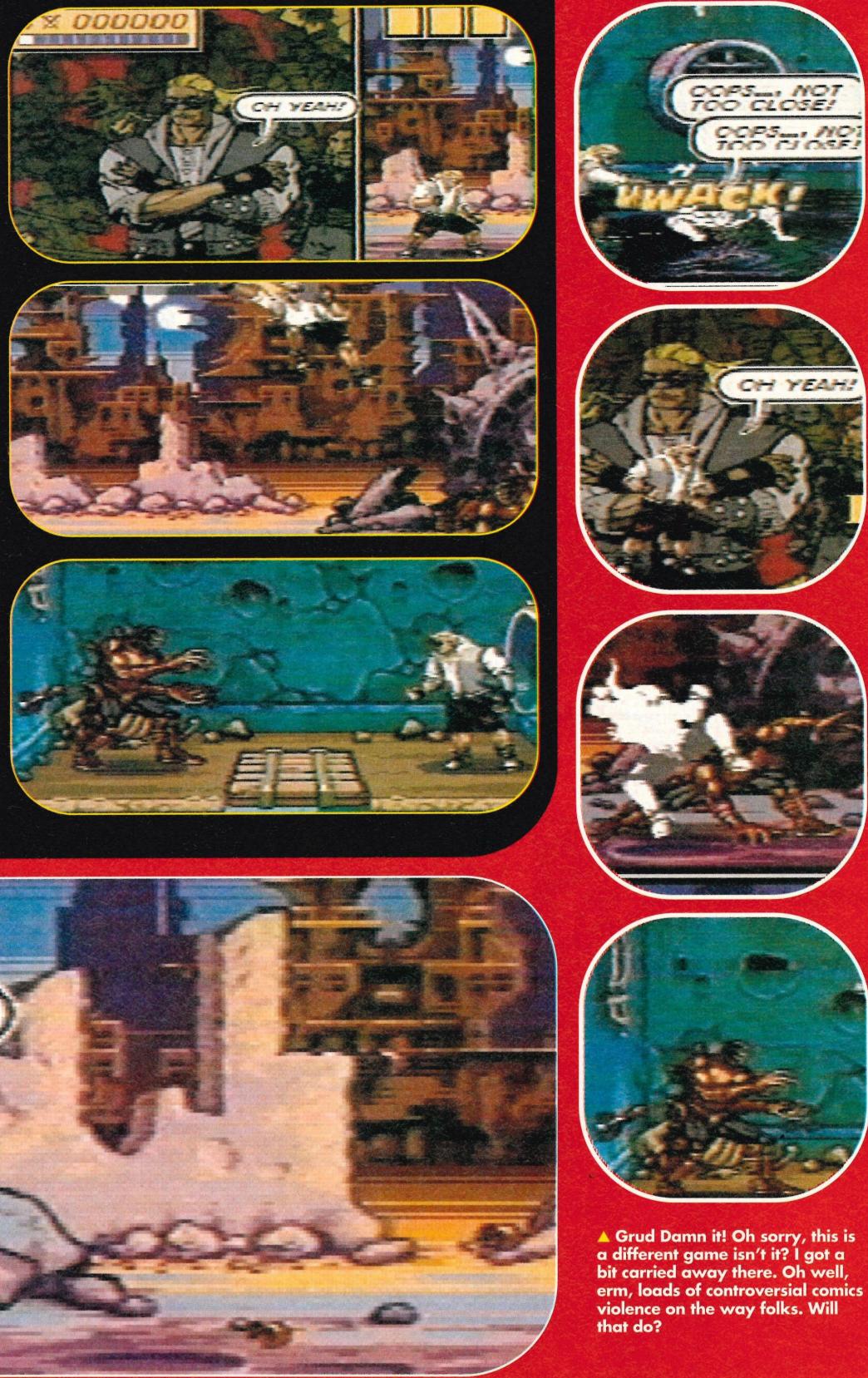
Concluding our look at forthcoming videogame/comic games is a brief peek at Sega's BIG game for the summer - the highly original Comix Zone.

It's fair to say that the vast majority of comics-related videogames end up being some form of platform game. Comix Zone does have platform elements, but its look and feel is very fresh indeed. You play the part of Sketch Turner, a hot comics artist who gets sucked into the art-based world that he created. As Sketch, you beat up the very bad guys you created as you leap from frame to frame. But it's not all beat 'em up action - Sketch is able to interact with the backdrops in a big way, introducing plenty of variety into the game. Plenty of puzzles reliant on this interaction are also evident in the game.

Stacking the odds against you is the fact that Sketch's top supervillain, Mortus, has found his way into our world and he turns out to be a bit of an artist himself, drawing his own villains to fight Sketch! Luckily, our hero's pet rodent, Roadkill, makes his presence known within the game and is able to aid Sketch in his battle to return to the real world.

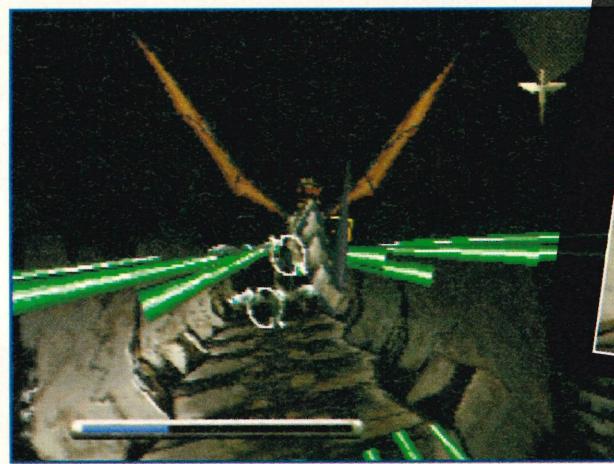
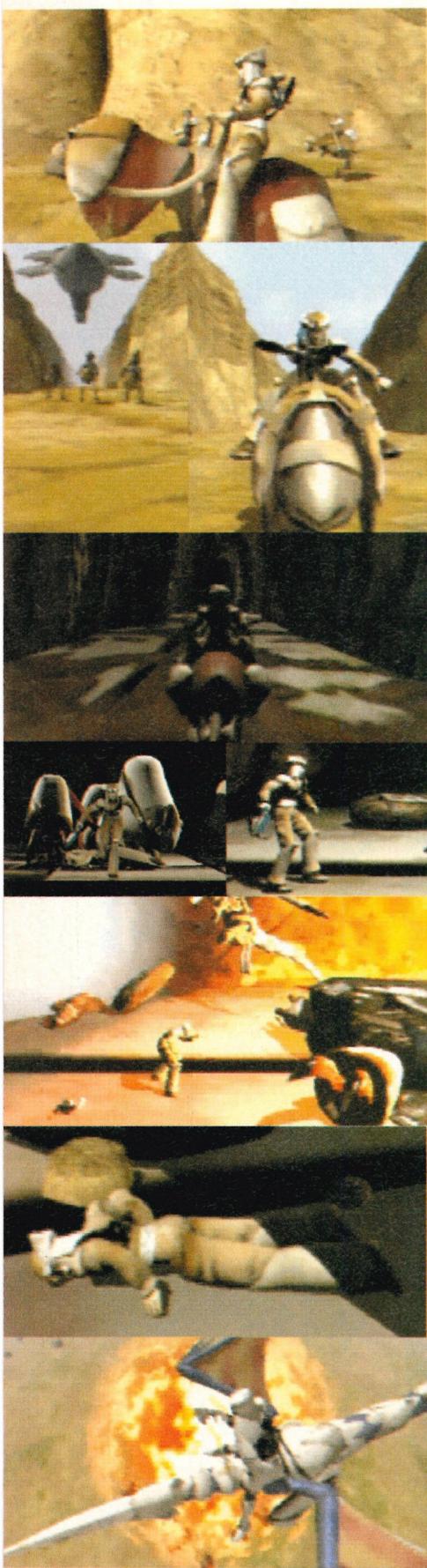
Comix Zone is a big game for Sega this year, and has been in gestation for many months now (its original project name was Joe Pencil - Sketch Turner's original moniker). It's currently being put together by top programmers at the Sega Technical Institute, creators of the Sonic games - although different coders are involved with this project.

Comix Zone certainly looks hot. We should be able to bring you the exclusive preview in our next issue.



▲ Grud Damn it! Oh sorry, this is a different game isn't it? I got a bit carried away there. Oh well, erm, loads of controversial comics violence on the way folks. Will that do?

The game opens with a superb FMV intro telling the story of how our hero, whilst out on a pony-trek with his pals, happens upon an epic between two dragonriders, and, after one of them is injured, takes his place to become the legendary Panzer Dragoon! Or something like that. Anyway, it's very good.



Still can't decide whether you'd rather have a Playstation or a Saturn? Well, perhaps we can help you decide. Patient 24 here, one COLONEL THOMAS VON GUISSINGTON-STEED, playboy adventurer and intrepid explorer of the unknown, has just returned from the jungles of Borneo with a strange tale to tell. Half-crazed by a tropical fever he claims to have seen unbelievable things and keeps repeating the same, strange name...

Panzer Dragoon. Panzer Dragoon. Plamzer Dragoon. Remember that name, fellow gamestrels, because that is the name of THE GAME! In all my fifties years as a fearless video games reviewer I've had my fair share of daring escapades. Travelling the four corners of the Earth, I've searched for hidden pirate treasure, battled ancient stone monsters, discovered the lost city of Shamballa and crossed paths with my arch-enemy, evil Belgian rocket scientist Professor Claude Monstrobbe countless times. Yep, I thought I'd seen it all. I thought I was the top dog, the unstoppable games guru, the D-pad daddio, but that was before Panzer Dragoon shattered my fragile life!

PLEASE, CONTINUE...

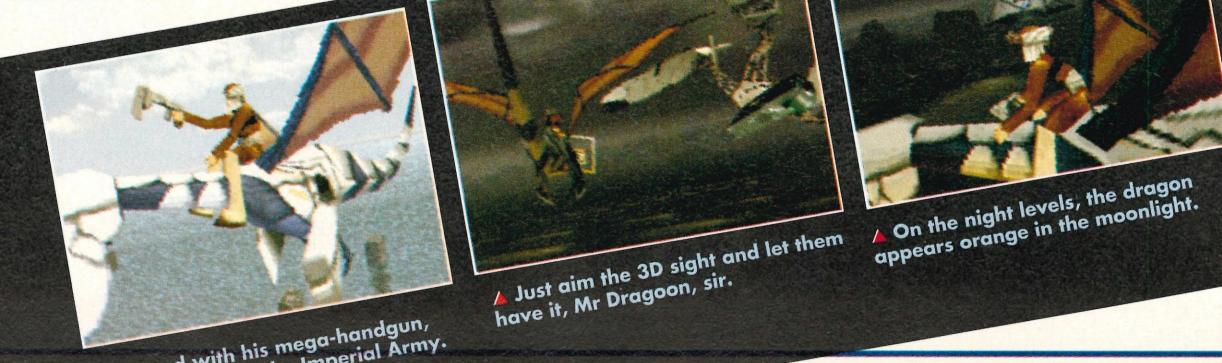
The name probably sounds familiar to you and so it should, because since the first Saturn games were revealed (as far back as issue 3, folks), we've been giving this game our undivided coverage, printing every picture and every bit of news we've come across. From those early days when it was just a silicon graphics demo known as 3D Shooting Game, through to the mini-showcase in our February issue where we

looked at a 25% complete version of it, we've watched this game grow.

Well, this month the finished game is finally released in Japan, delivering the first must-have Saturn game since Virtua Fighter was unveiled at the machine's launch. And when I say must-have, I mean you've got to have it! Got it?

DEEP BREATHS. NOW YOU WERE SAYING?

It's a shoot 'em up. However, just like Clockwork Knight before it, Panzer Dragoon takes a well-worn gaming formula and steers it into never-seen-before realms. Unlike Clockwork Knight though, which proved too short and too easy, Panzer Dragoon delivers in a big way. Never before have you experienced a



▲ Just aim the 3D sight and let them have it, Mr Dragoon, sir.

▲ On the night levels, the dragon appears orange in the moonlight.

• Panzer Dragoon is the first Saturn game to truly demonstrate the machine's incredible texture-mapping abilities to their full-effect. Just look at the detail on the main character!

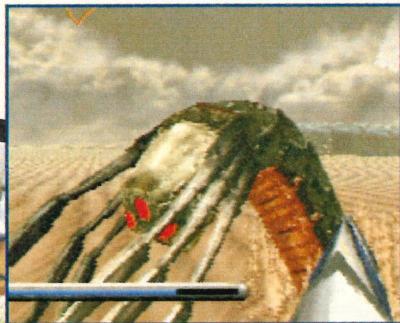
RIDE THE GOONIE

shoot 'em up so mind-blowingly in-yer-face, so hectic and so totally atmospheric!

You get to ride a dragon! You get to fly through six massive levels of airborne action, boyee! Thanks to the polygon-handling and texture mapping capabilites of the Saturn, you get to soar across sweeping deserts, over dense forest canopies and rolling oceans, battling against giant worms, huge flying ships and swarms of monstrous insects. It all looks totally incredible and for the more discerning dragon-riders among you, there's even a fine CD soundtrack blend of orchestral tunes to accompany the action. Magnifico!

**NURSE, HE'S
STARTING AGAIN.
NURSE!!**

It's not just an awesome face either. Panzer Dragoon happens to be one hell of a tough blaster too. Play it on Easy mode and it won't let you past level four. Normal setting provides a meaty challenge and Hard is indeed most rock-hard, thank you very much.



▲ An exciting battle against a giant sand-worm. See Episode Two!



ENTER THE DRAGOON!

At last, with Panzer Dragoon lined up as one of the first official UK Saturn releases, there are now two water-tight reasons to consider getting one on its launch. What's more, sources at Sega have confirmed that a sequel is already in the planning stages. So, once again I will be able to return to the skies on my faithful steed Dracos, and battle the giant sandworms. Hear me o' worms, be wary, for I, the Tomrider General, shall return to mince you up for my full dragon breakfast. Bwa-ha-ha-ha!

Yes, thank you nurse, I will return to my cell now.



WEAPONRY

Incredible 3D texture-mapped graphics and CD sound it may have, but this is still a shoot 'em up and for any shoot 'em up to be good, it needs top weaponry. Well, Panzer Dragoon is certainly well-endowed in the weaponry department and it's all rather innovative too!

STANDARD SHOT

By tapping A, B or C, Panzer Dragoon can fire off this highly effective blue bolt of death-dealing energy.



MULTIPLE SHOT

Tap A, B and C together in repetition and you can loose off this rapid-fire swarm of deadly blue energy. Perfecting this technique is vital for taking out the masses of enemy on later levels and, in particular, the bosses.



HOMING SHOT

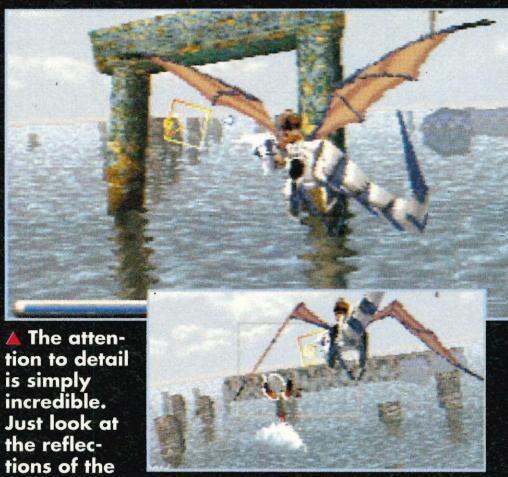
Hold down the fire button and when an enemy moves into your sight, it will be 'locked on' by a blue square. Now release the button and a beam of blue energy homes in on the target with devastating results. Best of all though, you can lock-on to around eight targets before unleashing a swarm of homing beams. Excellent for knocking out numbers of smaller opponents such as the turrets in Episode Three.



▲ Multiple homing shots plough into a flying ship!

EPISODE ONE

Changing somewhat from the 25% complete version, Panzer Dragoon now opens above the ocean, with our heroic dragon-rider steering a path through the semi-submerged ruins of an ancient city.



▲ The attention to detail is simply incredible. Just look at the reflections of the buildings in the water's surface!

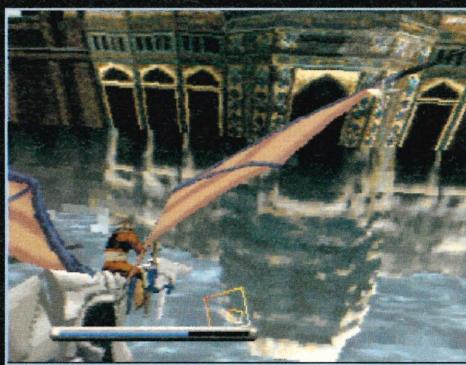
▲ These buildings are particularly old and crumbly. Be careful the aging columns don't crash down onto you.



▲ The first level is a fairly sedate affair, allowing you to get to grips with the rather complex controls. That's not to say it's without its dangers though. Flying fish and swarms of birds attack Panzer Dragoon.



▲ Beware these beautiful looking lilies. Fly too close and they ensnare you in their venus flytrap-like petals.



● A particularly impressive looking temple, wouldn't you say? Well, it gets even better, because you actually get to go inside...



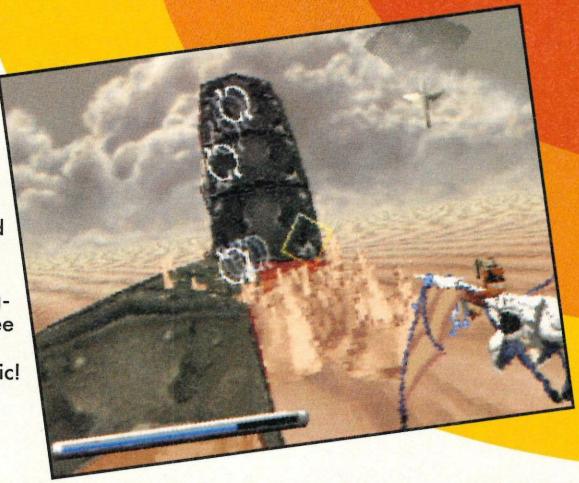
▲ ...not for long though, because the ceiling starts to collapse as the temple sinks beneath the waves.

A VIEW TO A KILL!

As we explained back in issue 14, Panzer Dragoon is a genuine 3D shoot 'em up, allowing you, via the LEFT and RIGHT buttons, to swivel the view completely in 360 degrees around the dragon, thus enabling you to take out enemies from any side. Helping you to this end is the radar at the top-right of the screen, telling you which side the enemy are closing in from and which way you're facing. On top of all this, a new feature has been added that wasn't in the 25% complete version we originally saw - Virtua Racing-style view-points. Using the X, Y and Z buttons, you can switch between a standard, dramatic and distance view of the action. And of course, because Panzer Dragoon has a 360 degree field of vision, you can see right around the dragon from the three different view points. Virtuariffic!

DISTANCE
DRAMATIC
STANDARD

VIEW
VIEW



BOSS 1

After a swift escape from the sinking city, our hero looks to be facing a long uneventful journey across the sea when suddenly a huge flying ship soars into view.

▼ Initially, the ship is protected by a fleet of small fighters that circle it.



▼ Once they're removed, the ship begins to fire sprays of cannonballs at Panzer.



▲ Knock out the undercarriage and the ship begins to drop huge floating bombs.



ENTER THE DRAGOON!

EPISODE TWO

Previously the first level of the game, the desert now makes its appearance as stage two. It's pretty much the same as it was in the pre-production version, with the addition of a rather neat surprise at the end.



▲ Flocks of birds make easy pickings in the opening stages of this level.



▲ Suddenly, giant cliff-faces appear in the distance. As our hero nears them, the entrance to a huge cave becomes apparent.



▼ The Cave! We were unable to show you this section of the game before. Now however, all can be revealed.



▲ These giant sandworms follow Panzer Dragoon, burrowing in and out of the sand.



● These grotesque burrowing beetles circle around the dragon's flight path, jumping up at the rider when they get the chance.



▲ Once free of the cave, it's back into the desert.



▲ As you venture deeper into the cave, some of the beetles take to the air, others scuttling up the walls. Be careful they don't get a chance to jump on you!



▲ If you thought those earlier sandworms were big, wait until you see this one, it's huge with long protruding mouth mandibles. Probably the mother.



▲ No, it's yours!

BOSS 2

Although the huge sandworms would have made more than adequate bosses, they weren't anything of the sort. Defeat them and out of the distance flies... the evil Panzer Dragoon!



▲ Watch out for this deadly spray of energy bolts.



▲ Soaring around you as he does, the evil rider makes a difficult target.



▲ Attacking him whilst and avoiding the missiles at the same time is especially hard.



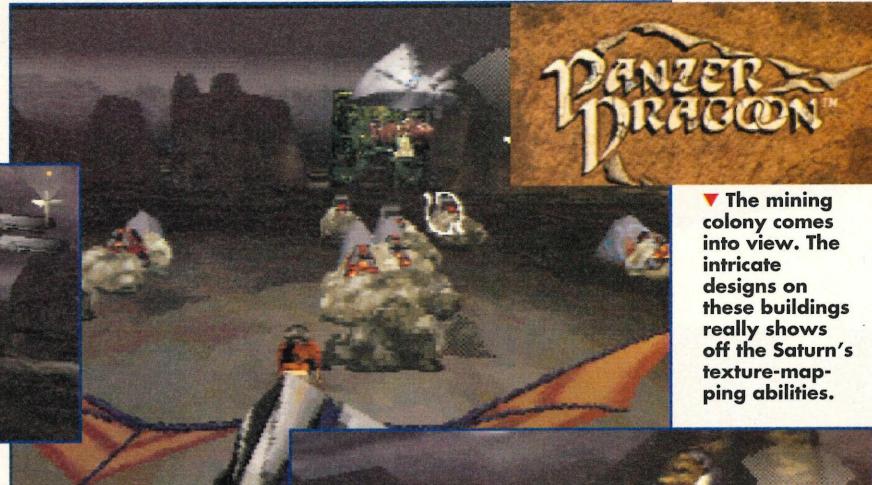
▼ Once his energy is depleted, the evil Panzer turns to face you before flying off. Look closely and you can even see the rider sitting on the dragon's neck.



▲ In fact there's two of them, weaving past each other, moving over and under the surface of the sand. Be careful you don't get caught in their path.

EPISODE THREE

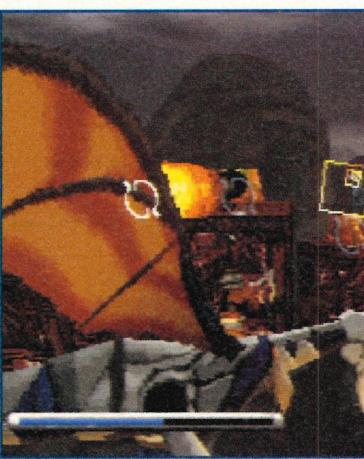
Things really start hotting up on this action-packed level as Panzer Dragoon flies into a mining valley at dusk.



▲ What's particularly impressive about this level are the number of surrounding mountains. The polygon count must be massive.

▲ Watch out for the first enemy, a silent battleship cruising among the mountains.

▲ These little sand buggies really shift. Knocking them out quickly is vital, because they unleash swarms of firepower at you.



▲ Keep an eye out for these turrets. Hugging the canyon walls and surrounding a finger of rock, they have to be knocked out before you pass them or you'll be bathed by their deadly flamers.

▲ This is where the level really takes a turn for the difficult. Swarms of sand buggies take to the skies, unleashing masses of missiles. Avoid major damage is vital here, because next up is the boss!



▲ These huge pistons churn up and down. The graphics on this level are simply phenomenal.



BOSS 3

Skirting between the boundary mountains, a hovering propeller machine is spotted. However, what you might fail to notice is a huge floating dreadnaught behind you. Drifting past, it links up with the giant propeller to create a massive transformer machine. This is easily on the most impressive bosses ever seen in any game!



▲ Opening up its blades, the trick is to shoot at the heart of this mighty contraption...



▲ ...whilst avoiding the whirring blades. Easier said than done, since they're at different heights.



▲ Drain the boss' energy and it transforms into a huge stomping machine, leaping around in an attempt to crush Panzer.



● Once the boss is defeated, Panzer Dragoon races towards an opening in a cliff-face as, suddenly, a fleet of fighters closes in on his tail!

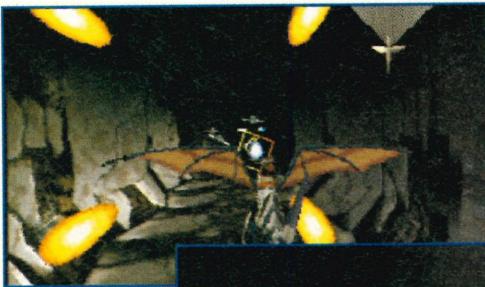


▲ Avoid its huge missiles and you stand a chance of blowing up this giant war-machine.

ENTER THE DRAGOON!

EPISODE FOUR

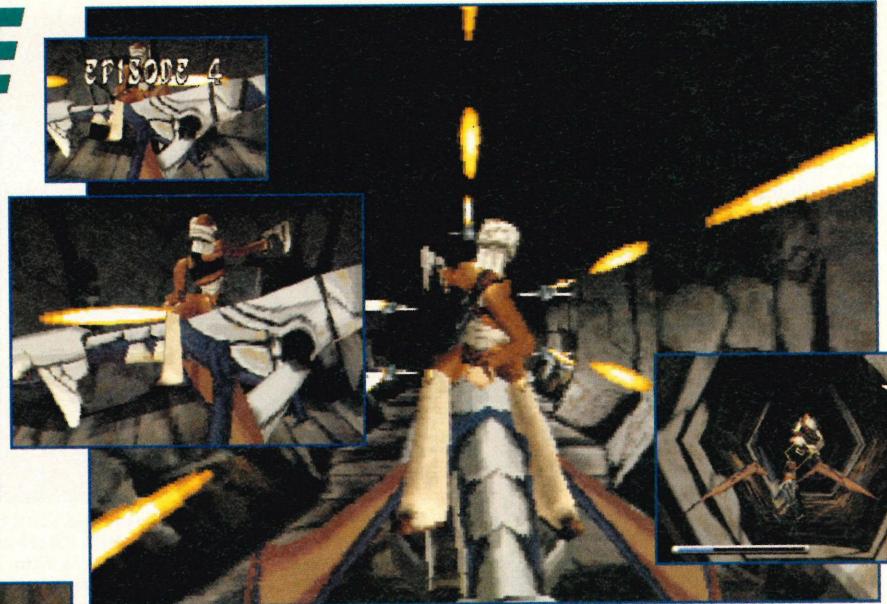
The opening leads right into a catacomb of narrow tunnels. The game really takes off now, as Panzer Dragoon races through the twisting passageways, Death Star-style.



▲ Turning round to take out the pursuing enemy, Panzer Dragoon lets loose with a multiple homing shot. On the close-up view, you actual see him turn around to fire his gun.



▼ The feeling of gravity is phenomenal as Panzer takes a sharp turn to plunge down a vertical tunnel. This twisting level is amazingly disorienting.



▲ The first few seconds of this level really show off the level of detail on the main character as he zooms down the tunnel. This is actually what Panzer Dragoon looks like during the whole game, it isn't FMV.



▼ Flying through the gaps in the doors is a tricky manoeuvre.

▲ It's hard to appreciate the superb texture-mapping when actually playing the game, because this level flows so quickly.



BOSS 4

Just when it looks like Panzer Dragoon has made it through the worst of the danger, a strange figure appears at the end of the tunnel and the sound of revving jet engines echoes out!



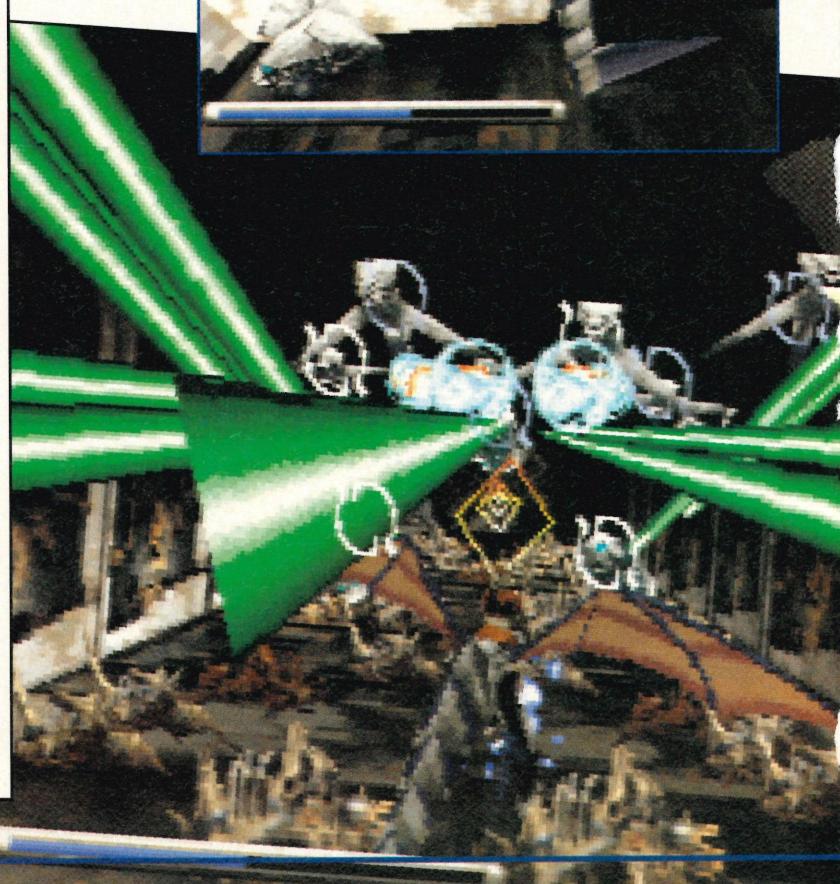
▲ Zooming past, the figure is revealed as a huge armoured pteradactyl!



▲ Avoiding its detachable wings is quite tricky. Once they've been blown off...



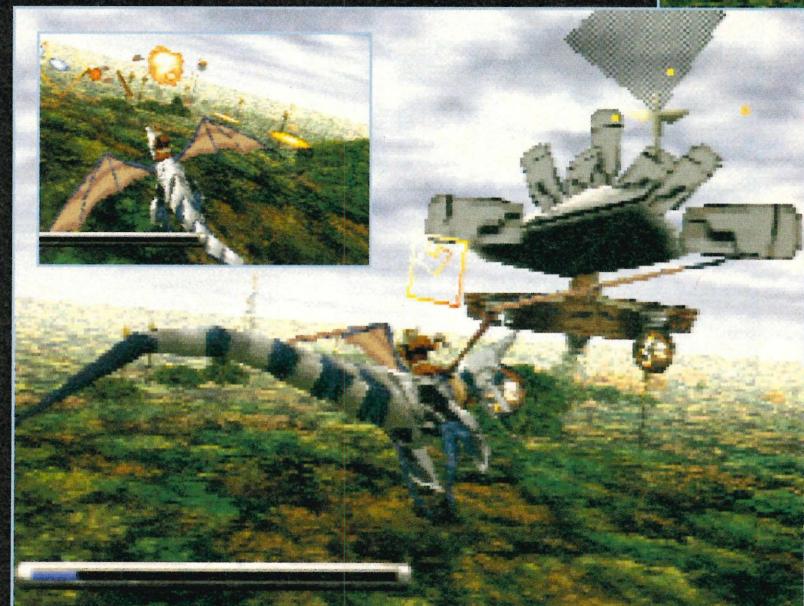
● ...it's a simple enough task to destroy the body, providing you can avoid the nose-laser.





EPISODE FIVE

Escaping from the catacombs, Panzer Dragoon finds himself above a massive forest. Apart from the desert level, this was the only other level complete in the pre-production version of the game.



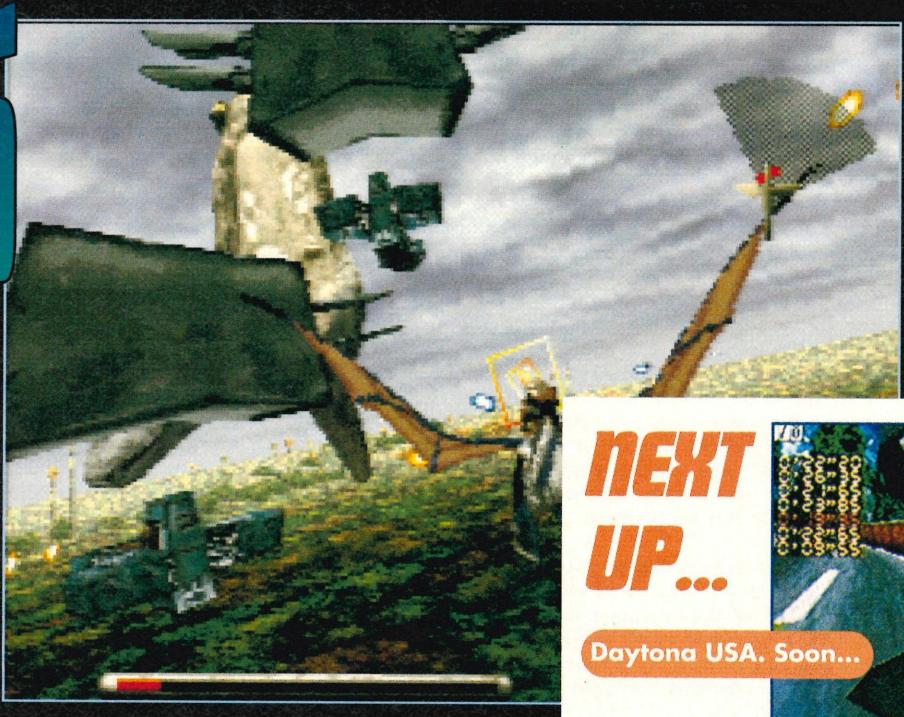
▲ These ships looking stunning when moving. Instead of sails their hulls seem to hang beneath huge flying fish complete with waving fins.

▲ The difficulty curve takes a sharp upward turn now, as our dragonrider has to face fleets of massive warships.



BOSS 5

As we showed you in the mini-showcase back in our February issue, the boss at the end of this level is a huge walking rock-fish. Firing masses of missiles from its back, this boss is incredibly difficult to beat, so much so that we haven't done it yet. As such, the contents of level six are just going to have to remain a mystery... for now.

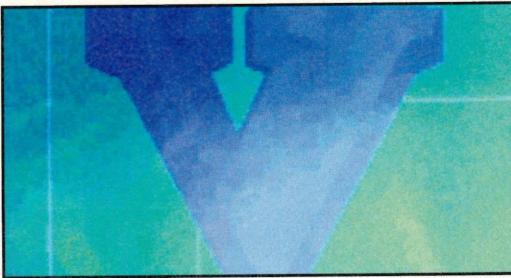
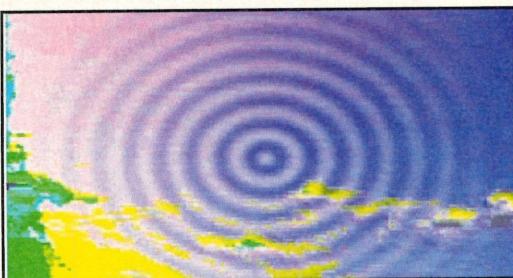


▲ This bizarre construct seems to be a very important enemy vessel. Burning out the giant cones is the only way to get it to leave you alone.

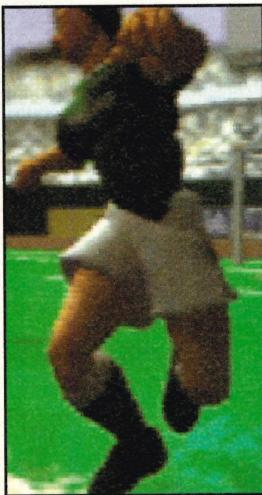
**NEXT
UP...**

Daytona USA. Soon...

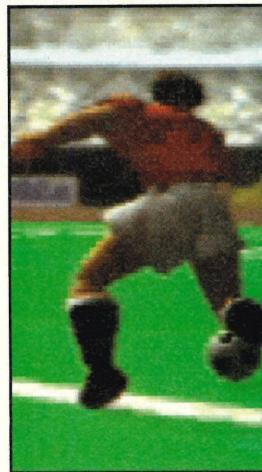
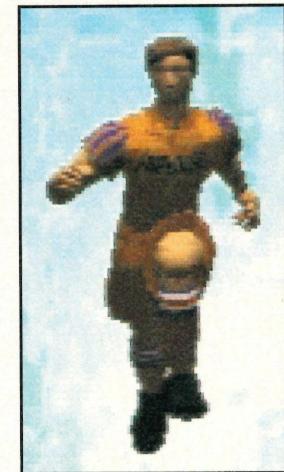




You impetuous nutters who bought your Satsums on import will need no introduction to Victory Goal, it being one of the very few Japanese titles you can actually get your head around. Level-headed Sega fans will be pleased to hear that Victory Goal, or some sorted-out-for-Europe version thereof, will be winging its way over to our shores in time for the European launch of the Saturn. Is it going to be worth waiting for? Read on and find out!



EAT MY GOAL



When young Master Richie returned from his trip to the Winter CES in Las Vegas last year he regaled us all with tales of the weather, the size of the hot dogs and how he won \$41 million in nickels on a slot machine at Caesar's Palace, and then lost it playing Roulette with a top Hollywood actress. When we tried to establish the identity of this mystery woman, Rich cleared his throat, said, 'Ah, any tea in the pot?' and changed the subject to the goods on display at the first Sega Saturn exposé.

Hurriedly trying to sweep the story of the voluptuous starlet under the carpet, he started showing us pictures of the first three Saturn titles, amongst them this little beauty - an unnamed 3D soccer game which looked like it would be the best soccer game ever to be released onto the surface of the Earth.

Said soccer game was one of the first Saturn titles to be revealed in Japan at the end of last year, and by then it had been christened Victory Goal (the Japanese term for the goal which wins the match, apparently).

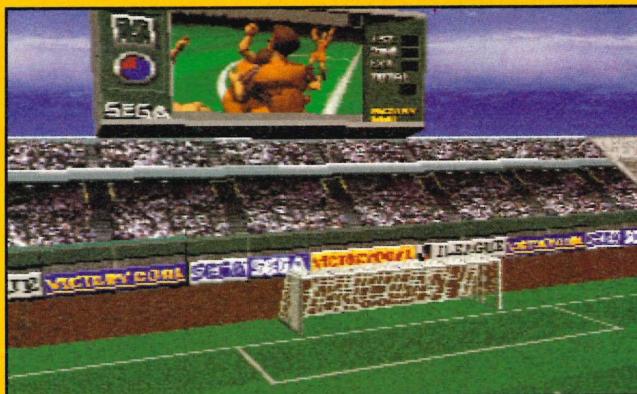
As well as the luscious any-angle 3D graphics, Victory Goal sports the standard features that every footy game has these days. Exhibition or league matches (the Japanese incarnation uses the Japanese J-League, not surprisingly) in one or two player modes, with full team and playing formation set-up screens. The on-screen action follows the rules of the game closely, with penalties, sendings-off... er... scoring goals, kicking the ball... you know. Oh, and there's a little on-screen pitch radar which spots your buddies for passing purposes and an action replay option so the whole family can watch those glorious moments of football again and again, until Dad pulls the plug out.

Sega Europe are looking to release the game this autumn when the Saturn arrives in the UK, but first they plan to make some alterations. For one thing, the name will most likely change, and for another, all of the J-League teams will have to be replaced with more recognisable European squads. More importantly though, the gameplay will be overhauled to bring it up to the more exacting standards of European footy fans. At the moment Victory Goal is afflicted with a score-every-time move and a couple of other little flaws which got our goat - then minced it into dog food! Go get 'em, you Sega Europe Guys!

3D OR NOT 3D

Looking at Victory Goal's intro with its polygon footballers you'd think the whole game was the work of some vector graphics scientist. Don't be fooled! In fact, the players in the game are actually a bunch of cleverly-manipulated sprites. As the 'camera' circles and zooms in and out, the Saturn flips between images and smoothly scales them up and down.

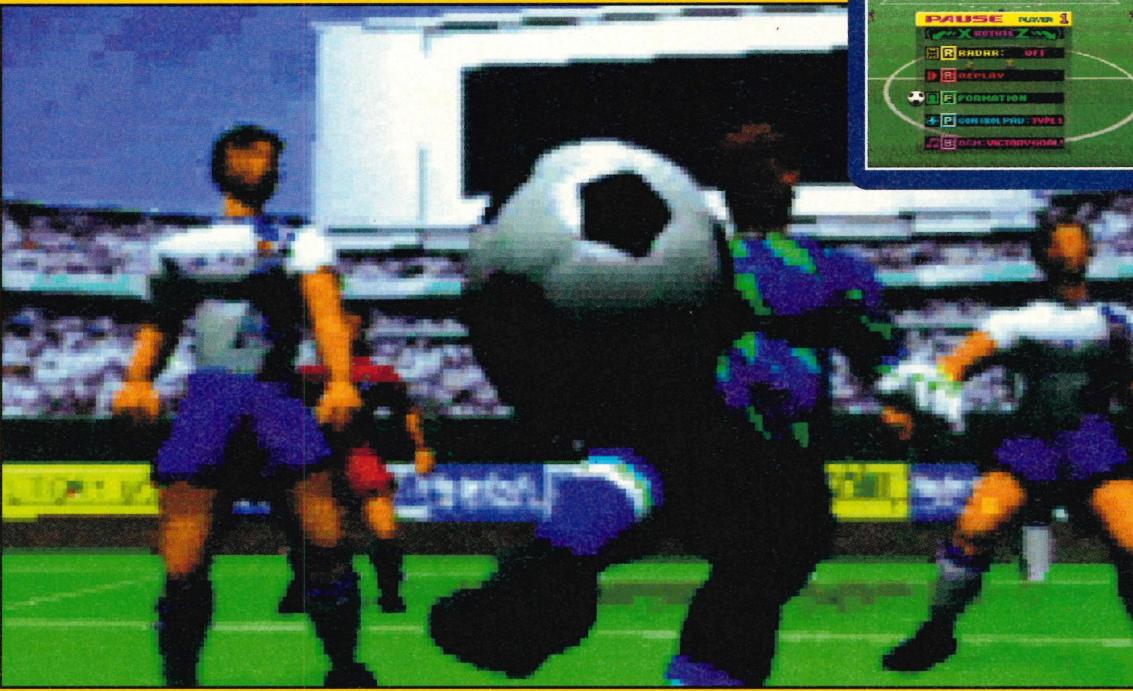
The effect is pretty good, and it allows you to select a wide variety of viewpoints, though it's a shame all the players have such blank faces. Would their real life counterparts approve of being portrayed as expressionless automatons?



▲ You said 'fat old grannies'. Our survey said...



▲ What's that mate? Go for the ball? Oh ha ha, yep, of course, the ball. What the hell's a ball?



LET'S JUST SEE THAT AGAIN

Like every good football game these days, Victory Goal provides the luxury of an action replay feature. The replays are automatic after a goal, showing the action from three different points of view if you let it, but you can also pause the game at any point and get it to re-run the last few seconds of action. To this end you get little video controls for rewind, frame-advance and play. Thanks to the lovely three-dimensionality of the display, you can zoom in and out on the player with the ball and pan the view point around him - perfect for those From-The-Back-Of-The-Net scenes!



THE FLA



CRASH COURSE

For all the problems they're facing, the Saturn division of AM2 are still on course to faithfully replicate the arcade game. The spectacular crash scenes are already in the game and these have attracted plenty of praise from the Japanese press. "We wanted them to be showy," reveals arcade supremo Mr Meietsu, "and we made the sounds before the visuals. We made the motions to fit the explosive sounds."

Even in this area some work needs to be done. "In the Saturn version, some cars have a hollow sound on the monitor - we must rethink here," adds Mr Okayasu.

As you

read this, AM2's crack Saturn division

will be putting the final licks of polish on what is the most eagerly awaited Saturn game of them all: Daytona USA. It's certainly shaping up really well, with some incredible graphics already programmed in. There's still some work to do on the other courses, but lead programmer Keiji Okayasu is concentrating more on getting the gameplay right, leaving the design of the courses to new recruits on the Daytona project.

Work is progressing at a frighteningly fast rate - so much so that AM2 have taken on more staff and have pulled staff from the Saturn Virtua Fighter 2 project. During the entire project, Mr Okayasu has been on hand to answer questions from the Japanese press in a virtual rerun of the incredible hype machine that made the original Virtua Fighter (and the Saturn itself) such an incredible success in Japan.

In fact, the press have been asking some pretty difficult questions. For example, is Saturn Daytona lacking too much detail? Has the Saturn version lost too many polygons?

"I don't think there's much difference you know," replies Mr Okayasu. "On the contrary, with the roads, there are considerably more polygons than in the arcade version. And where the increases were made there, there may have been some minor cuts made at the judgement of the design chief."

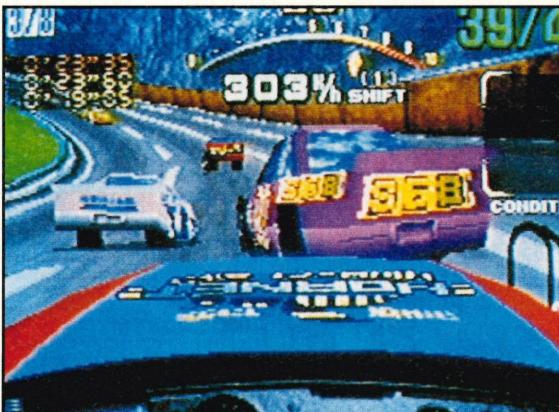
In fact, Daytona is shaping up really well, with a massive 40 cars included in the conversion - something of a monumental feat. "Up to recently, we'd only been able to operate up to 16, but I think it's terrific progress to have 40 moving now, though we've yet to put in the individual performance of each car."

There seems to have been some problems getting some of the coin-op's original code for translation onto the Saturn. Mr Okayasu explains: "When our staff went to get data from Mr Meietsu [responsible for the arcade game], they came back saying 'there doesn't appear to be any!' There was no time, so for cars for which there was no data we coloured it in by looking at games magazine etcetera."

GAS UP IT'S THE FINAL LAP!

COURSE CORRECTION

At present, bar the addition of a few extra polygons, the beginner course of Daytona is complete (and still AM2 have yet to release any shots of the other two courses). So how is development going on the other tracks? "We're well on our way," confirms Mr Okayasu. "Once the beginner course is done, I don't think the rest will be too hard. The intermediate track is about 70% complete and the advanced half." By the time we're putting our next edition together, AM2 should have released plenty more screenshots including our first looks at the new areas of the game.



▲ The rotating fruit machine (or slot drum as the programmers refer to it) is definitely in there. But whether it can be operated, as in the coin-op, remains unclear.

THEY'RE OFF!

The rolling start and autodrive of Daytona USA has already been programmed into the Saturn version - here's a quick sequence of action, from PRESS START through to the beginning of the race proper.



THE 'FEEL' OF DAYTONA

The first priority of the Daytona team is to successfully bring home the feel of Daytona - the cars need to move exactly as they should in the arcade version. "At present, we're concentrating on the movement of the cars and their handling - it's a bit different from the arcade version. Now we're gathering a team of people and dividing the work amongst them. Once the car movements are determined, I think the rest will take shape quickly," says Keiji Okayasu. What problems are being faced? "Difficult to say. The [power] drifting is not going well. That's what we're doing at the moment." But rest assured, the final version of the game will feel very close to the coin-op. "We can't really release it if it doesn't," admits Mr Okayasu. "We don't want to make it too different. Of course, Mr [Yu] Suzuki may say that some parts are not so good and we'll have to re-think..."

AND FINALLY...

"There's still a lot of work to do!" states Mr Okayasu. "There's the big problem of the amount of data involved. The advanced course is about two or three times bigger than the beginners' course. We are taking advise from the makers of the arcade version about where to make compromises." AM2 are determined to get the game finished in time for an April Japanese release and are calling upon all the resources at their disposal. Where does this leave Saturn Virtua Fighter II and other games like Virtua Cop? "I'm sorry to say this, but everything's stopped [laughs]. This situation will probably remain until Daytona is finished".



START FILE ►

Hellooo everybody. I've got some wicked tips this month. They're evil, twisted and conniving for the hottest games available to mankind. Dirty tips, tips with bad attitudes, the sort of tips that hang around street corners causing trouble - you know the type. Plus there's local tips from the inner city, tips with no future and tips who live on the line and don't care if they stray over to the wrong side of the law. All too often you'll hear about them on the radio, read about them in the local paper, or maybe an elderly neighbour has remarked on how she saw them last night banging on dustbins and pulling estate agents' boards over. It never ain't not no fun never being a tip as they say. So if you wish to join me in my quest for better understanding of the tips crisis, send in any stray ones to: Eddy Lomas, Tips In Crisis, Sega Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

● **FIFA SOCCER '95**

Michael Ross (the one in Home and Away) from Horsham, West Sussex has sent in this cheat.

Go to the options screen and press: A, B, C, A, B, C, A, B, C. Start a game and on the control screen press button A to get to the cheats screen. You can now play with a stupid team. Bonzer!



● **PITFALL: THE MAYAN ADVENTURE**

Press these button combinations on the title screen using controller 1.

Play "Pitfall Harry" - Down, A (26 times), Down Nine lives - Right, A, Down, B, Right, A, B, Up, Down

99 ammo for all weapons - A, B, Up, C, A, C, A

Show credits - C, Right, Down, C, Right, Down, C, Right, Down

● **EARTHWORM JIM**

Pause the game at any time and press the buttons in the correct order for some groovy goodies.

Extra Continue - A, B and Left, A, B, A, B, C, A

Extra Life - B, B, C, C, A, A, A

Full Energy - A, C, C, A, B, B, A, C

Plasma Shots - C, A, B, C, A, B, A, C

1,000 Ammo - A, B, B, C, A, C, C

Warp to "What the Heck?" - Left, Right, A, B, C, Left, Right, A

Warp to Snowman - Right, Right, Right, B, C, Left, Right, A

● **WOLVERINE**

These passwords come from Andi Fordham in Langley, Berks.

Level 2 - Mariko

Level 3 - Silver Fox

Level 4 - Department H

Level 5 - Madripoor

Level 6 - Asano

Level 7 - The Hudsons

● **RED ZONE**

Michael Brent from Exmouth and Ray from "Disk Box" in Chatham have sent in these passcodes for Red Zone. You have to play from level 8 to level 10 without any codes.

2 - ABACBCBABA

3 - ACCCBCABBAA

4 - ABACBCBCACC

5 - BAAABBBCCBB

6 - ABBABCAABCA

7 - BAAABCAACAC

8 - ABBABCAACAC

To play a two-player asteroids game enter the code: ABCACACBCAC.

SEGA DRIVE

SHAQ FU

Go to the options screen and press these buttons quickly on controller 1 for the blood mode - A, B, C, C, B, A.

To play as any character in the Story Mode, go to the options screen and pick a character by putting the "Music Test" onto the number that matches the character you want to be.

1 - Mephis

2 - Sett

3 - Nezu

4 - Kaori

5 - Beast

6 - Aurok

7 - Voodoo

8 - Colonel

9 - Diesel

10 - Leotsu

11 - Rajah

12 - Shaq

Now press Up, Down, B, Left, Right, B on controller 1 and the screen will flash to let you know it has worked. Here are the special moves which can be used in Duel and Story modes.

Shaq

Shaq-uikin - Forward, Back, Forward, A
Inferno Kick - Down, Forward, C

Kaori

Energy Bomb - Back, Down, Forward, B
Cyclone - Down, Back, C
Cat's Claw - Down, Back, B

Beast

Spitfire - Down, Forward, B
Sonic Roar - Forward, Down, Back, Forward, C
Thermal Blast - Down, Back, B

Sett

Mummy Wrap - Forward, Down, Back, B
Wedge Charge - Forward, Down, Forward, A
Cosmic Missile - Down, Back, C

Colonel

Heavy Metal - Down, Forward, Back, B
Bionic Burst - Down, Forward, B

nezu

Time Vault - Forward, Back, Down, A
Eno Blast - Down, Back, Forward, C
Eno Flip - Down, Back, C

leotsu

Blast Kai - Down, Back, Forward, B
Bo Kai - Down, Forward, C

Rajah

Thunder Clap - Forward, Down, Forward, B
Sword Shockwave - Forward, Down, Back, B

Diesel

Crate Crusher - Back, Down, Back, B
Dockside Dagger - Back, Forward, B

Mephis

Lightning Arc - Forward, Down, Back, C
Lightning Jaws - Down, Forward, B
Burning Touch - Down, Back, B

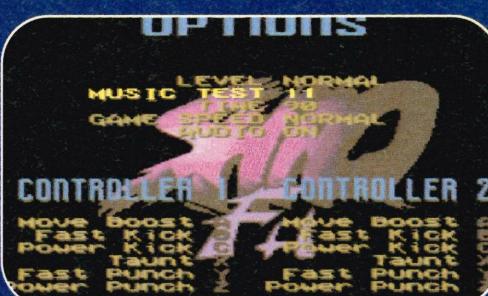
Voodoo

Eagle Claw - Back, Down, Forward, B
Earthquake - Forward, Down, Forward, A
Wolf Charge - Hold A for 2 seconds the hold Forward as well

Aurok

Spiked Cannonball - B in mid-air
Boomerang - Back, Forward, B
Ball and Pain - Forward, Down, Back, C

OPTIONS



ROCK 'N ROLL RACING

These passwords took me weeks of solid work to crack but here are loads of codes for you to play with. The first lot allow you to start the game as any character (including the secret character Olaf from the Lost Vikings) with a fully powered-up car.

Rookie

Snake - RM2H RS2V XWJ!
Hawk - 8M2H RSYV XWJ!
Flea - RM20 RSIV XWJ!
Katarina - 8M20 RS6V XWJ!
Jake - RM1H RSKV XWJ!
Tarquin - 8M1H RSVF XWJ!
Olaf - RM10 RSTV XWJ!

Veteran

Snake - HM2C RS2V XWJ!
Hawk - 0M2C RSYV XWJ!
Flea - HM2W RSIV XWJ!
Katarina - 0M2W RS6V XWJ!
Jake - HM1C RSKV XWJ!
Tarquin - 0M1C RSVF XWJ!
Olaf - HM1W RSTV XWJ!

Warrior

Snake - 8M2R RS2V XWJ!
Hawk - RM2R RSYV XWJ!
Flea - 8M28 RSIV XWJ!
Katarina - RM28 RS6V XWJ!
Jake - 8M1R RSKV XWJ!
Tarquin - RM1R RSVF XWJ!
Olaf - 8M18 RSTV XWJ!

The next lot let you play through the game as Snake with a fully powered-up car and lots of money. There isn't enough room to print codes for all of the characters but with a little work you should be able to work out the sequences I used to get the codes and figure it out for yourself. If you can't be bothered, just stick with Snake.

ZERO TOLERANCE

Thanks to Stephen Hawker from Chester for his codes. They give you access to all of the levels, stacks of weapons and all 5 characters. Remember to use upper and lower case letters as they are written here.

Docking Bay 1	LFr8viKug
Docking Bay 2	DDq8*tLng
Bridge 1	HFr8*tLng
Engineering 1	cl3d-vMvG
Engineering 2	Kr8*-vPvW
Engineering 3	?L6*-vPvW
Engineering 4	cr68/rPt2
Greenhouse 1	WL8*CrOIV
Greenhouse 2	Kr-dCrJik
Greenhouse 3	LLa8utLrE
Bridge 2	On98utKrE
Reactor 1	cLb8/rOFE
Space Station	cLa8*rNF2
Roof Top	TrZX*fBO!
High Rise 164	xP9X*bxGt
High Rise 163	OrqQu-rMG!
High Rise 162	dLKQu8MG!
High Rise 161	TrrS69BOQ
High Rise 160	LDpS/6xMz
High Rise 159	drqQt3BMU
High Rise 158	dLrQt6xEU
High Rise 157	brqSs6xxF
High Rise 156	TlRQ?6xxD
High Rise 155	crqQC6x)D
High Rise 154	cLrQC6x)D
High Rise 153	UFoQs6BX
High Rise 152	LD)QsqB)5
High Rise	Gbr7-sxq*
Sub Basement 1	?rr/2q8ug
Sub Basement 2	aLo/kqDt?
Sub Basement 3	Wrp/2s?Ij
Sub Basement 4	GLr85CDmB
Sub Basement 5	S5)d4Cxu3
Sub Basement 6	ZdYb4uLnZ
Sub Basement 7	cr39k6L!Q
Sub Basement 8	OD8dn6Pk7
Sub Basement 9	?r6*53Oi!
Sub Basement 10	?L6876Op!
Sub Basement 11	cr6*53Ngj



Rookie

Chem IV
Div A - HQWH T80V XWJ!
Drakonis
Div B - Q40H HT23 XWJ!
Div A - G!!H JN03 XWJ!
Bogmire
Div B - SPFH 7G2B XWJ!
Div A - J5YH Z70B XWJ!

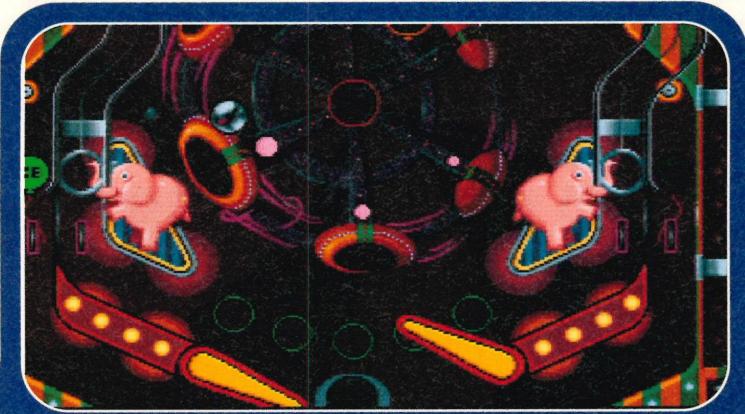
Veteran

Chem IV
Div A - RQWC T80V XWJ!
Drakonis
Div B - G40C HT23 XWJ!
Div A - Q!!C JN03 XWJ!
Bogmire
Div B - JPFC 7G2B XWJ!
Div A - S5YC Z70B XWJ!
New Mojave
Div B - K5YC Z72L XWJ!
Div A - T5YC Z70L XWJ!
NHO
Div B - B5YC Z71V XWJ!
Div A - L5YC Z7ZV XWJ!

Warrior

Chem IV
Div A - 0QWR T80V XWJ!
Drakonis
Div B - 740R HT23 XWJ!
Div A - Z!!R JN03 XWJ!
Bogmire
Div B - 9PFR 7G2B XWJ!
Div A - 15YR Z70B XWJ!
New Mojave
Div B - !5YR Z72L XWJ!
Div A - 25YR Z70L XWJ!
NHO
Div B - 35YR 271V XWJ!
Div A - V5YR Z7ZV XWJ!
Inferno
Div B - 45YR Z713 XWJ!
Div A - W5YR Z7Z3 XWJ!

Thanks to Robert Singh from Erdington for his codes which helped me work out all of these a bit more easily.



● PSYCHO PINBALL

To get to the sub-games without any real trouble, simply pause the game whilst playing on any table other than "Trick or Treat" and press: B, A, B, B, A, C, A, C. You will be taken straight to the current table's sub-game.



RECORD HOLDERS			
Name	Win %	Win-Loss-Tie	
1. PINKY	96	25	1 0
2. SID	70	24	10 0
3. MARTIN	44	16	20 0
4. TRACTOR	22	2	7 0
5. GUMMY	20	1	4 0
6. DANMAN	0	0	13 0

Use A+C to clear ALL win records
More →

● NHL HOCKEY '94

This really sneaky cheat will let you win the championships with greater ease or will let you cancel out any losses against friends when playing with the User Records on.

At the end of a match that you would rather wasn't recorded for everyone to see, just turn the Megadrive off before "Exit Game" appears at the top of the options list and it will be as if the game never happened. I would just like it known that I have never done this myself. Honest, Publius.

MEGA DRIVE 32X

● MORTAL KOMBAT 2

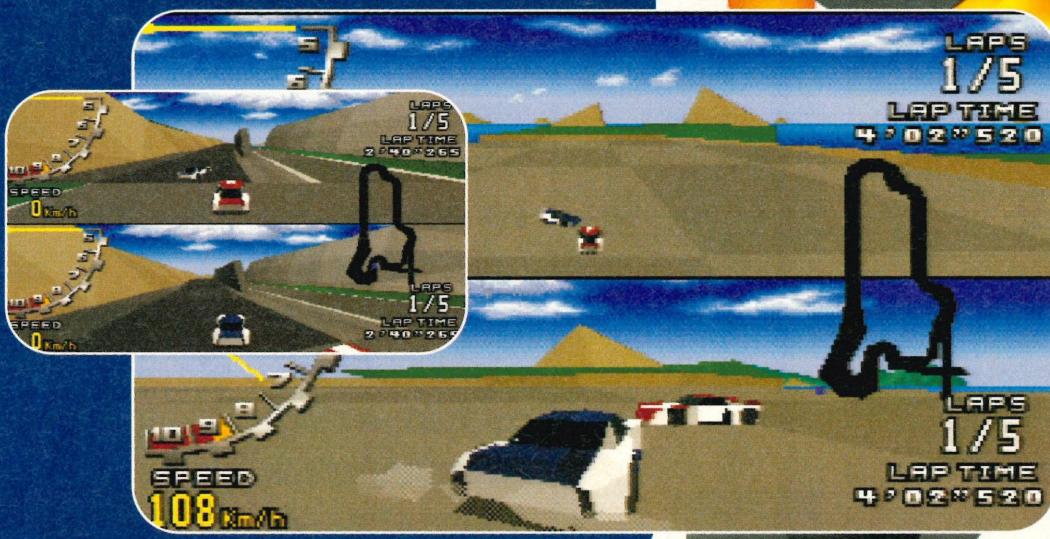
To access the Test Modes cheat in the 32X version of the game you must do the following.

On the title screen highlight "Done!" and press Left, Down, Right, Right, Down, Left, Left, Left, Left, Right, Right, Right. The "Test Modes" option should appear. Select it for loads of secret options.



● VIRTUA RACING DELUXE

Gary and Mark Osborne from Middlesbrough have written in to tell everyone how to find the mirror mode. You must finish first on all five courses on normal or hard difficulty to get the gold trophies and then go to the mode select screen. Highlight "Options" and press Right to reveal the hidden mode. Luther from nowhere says that if you get a bit bored of the normal game, select Bay Bridge in two-player mode and race in stock cars. Now go through about half a lap as normal and towards the end you will be faced with a wall where the track splits to go either side of it (just before the bridge). Take the left route and as you travel further down the road you will see a large patch of grey tarmac surrounded by grassy verges. This patch is very slidey so you and a friend can play what Luther calls "It". The idea is to make your friend "It" by bumping into him. Just like being back at school.



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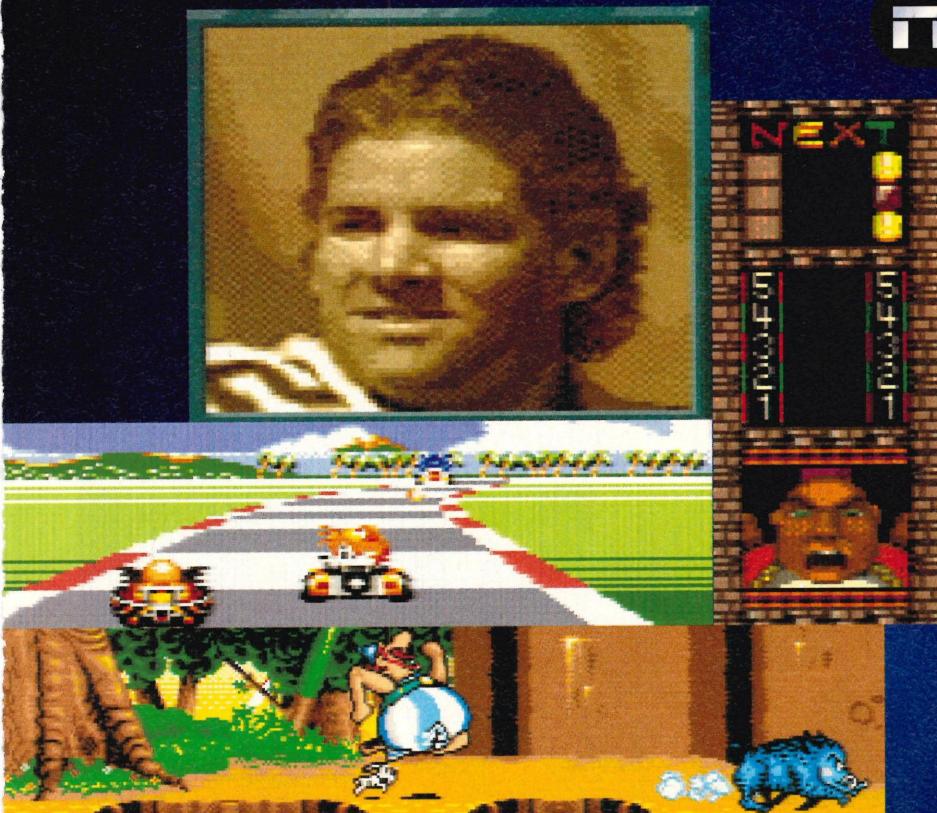


ISSUE FIFTEEN March 1995

First look at Chaotix, (Knuckles on the 32X), 32X Mortal Kombat 2 reviewed! Showcases on NBA Jam T.E., Story of Thor, Skeleton Krew plus Sega on the Internet, Street Racer, Road Rash 3, Corpse Killer.

REVIEW INDEX

There's not much to rant about this month, as traditionally, this is the time of year when no one can be bothered to release any new games. But fret not, fair reader, as there are a couple of corkers this month - X-Men 2, naturally, and two all-new Shining Force adventures. There's loads of Game Gear stuff too, so everyone who keeps writing in about lack of software can stop whingeing. For a while at least.



MEGA DRIVE

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REVIEW



18



16 MEG

BY:
SEGAPRICE:
£TBARELEASE:
APRILSTYLE:
PLATFORMPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
NONE

▲ Nightcrawler employs Cantona-Fu on Mr and Mrs Lumpy.



▲ Beast leaps for the five Golden X-Sparkles but is disappointed.



COMMENT

SAM
HICKMAN

I don't like X-Men games. They're always completely unoriginal, and unfortunately this offering is no exception. To me (a non-X-Men fan) all the games seem the same, and even though each X-Man has a different power, none of them seem to make much difference to the gameplay. Sure, there's plenty of levels and it is fairly easy to get into, but it's just completely unimaginative and as far as graphics go, it's totally bland. I suppose Marvel fans may glean some entertainment from it, but even they may find it just a bit too mediocre to buy.

COMMENT

RICHARD
LEAD BETTER

Marvel super-heroes often suffer when transferred from comic page to cartridge, but Sega of America have done a much better job of transplanting the X-characters than they did in the first Megadrive X-game. In spite of being totally unoriginal, X-Men 2 certainly stumps up its quota of mutant action, and though the range of characters isn't as comprehensive as I would have liked the different powers and the wealth of levels provide all the variety and entertainment the game could need. Still, I would be surprised if most gamers didn't already have something like this in their collection and I find myself wondering whether you non-fans would enjoy it as much as True Believers like my good self.



X-MEN II

CLONE WARS

In the world of comics, X-Men rule supreme, with nine X-titles selling a vast amount of copies every month - yes, even more than SEGA MAGAZINE, believe it or not.

Quite frankly, the X-Men are huge, and their violence-related antics and special mutant powers make them ideal for conversion onto the home videogames systems. Or so you'd think. To be frank, their previous Megadrive outings have been a tad flaccid. The original X-Men game was okay, nothing great but quite entertaining, whilst Spider-Man and the X-Men from Acclaim was a good game, but abused the characters quite badly.

This latest X-Men outing follows in the trend of the recent Wolverine game in bringing quality gaming and a good feel for the comics across to the Megadrive. The characters look and move more like their comic counterparts and are given more attack moves as well. It's not enough mind you, and some of the characters still seem far weaker than they are in the comics - Gambit for one and definitely Magneto, who is quite pathetic really.

Still, the game is huge and packed with challenge as well and includes a few surprises for players as well, such as recruiting Magneto to your cause (although the way you do it is frankly unbelievable).

In terms of gameplay, X-Men 2 isn't overly impressive. There's absolutely nothing innovative or original about this game whatsoever, apart from the very bizarre and dare we say it absurd intro sequence at the beginning (play through the first level to get the title screen!).

Like the original game, X-Men has a simultaneous two-player mode and enables players to select their own combinations of X-Men to play through each level. It's a great idea in that you can team up the range-weapon mutants like Cyclops or Gambit with a close range power-house such as Beast or Wolverine. The problem is that the screen isn't big enough for both characters and quite often you end up getting in each other's way. No, solo play makes the game a lot easier.

In the final analysis, X-Men 2 is a good game, but not a classic by any stretch of the imagination. Will it appeal to X-Men fans? Maybe the total fanatics and the younger followers, but the average X-Men fan picks up the comics because the stories are great and the characterisation fantastic - not just for the fight scenes. And that's something that Sega of America have yet to realise.



▲ Turn on the game and you're plunged straight into the action - there's none of this title screen nonsense. Well, tell a lie, actually there is, but only once you've completed the first level. That sure beats the hell out of all those Acclaim games where you have to wade through a minute's worth of pointless screens - but it's irritating to find that you've taken several hits before you've even sat down and assumed your playing posture. This also means that there are no play options whatsoever, which isn't particularly big or clever.



▲ The X-characters are fairly well represented, but they all fall into two distinct camps: those who can shoot things (Cyclops and Gambit) and, erm, everyone else, who are into close-up combat. This isn't so bad, but it would have been much better if each of the six had a different fighting style. It's also a shame that two of the most popular female X-Persons, Storm and Rogue (who are also the most powerful) haven't made it into the game.



▲ Wahay, loads of explosions. That's what the X-Men is all about.



▲ Well, that's not really what the X-Men is about. People like Cyclops here - they're what it's all about.



▲ Mind you, explosions are certainly what we want to see in an X-Men game. Big cosmic bangs.



Presentation:

27

Graphics:

78

Sound:

80

Originality:

03

Playability:

83

Challenge:

82

Lastability:

79

OVERALL:

80

A highly unoriginal, but enjoyable platformer. Could be a fine purchase for a younger X-fan.

REVIEW



16 MEG

BY:
ACCLAIMPRICE:
£TBARELEASE:
APRILSTYLE:
SPORTPLAYERS:
1-4CONTROL:
JOYPADCONTINUES:
BATTERY
BACK-UP

COMMENT



I wasn't too enthusiastic about reviewing Quarterback Club. The thing is, it always tends to be the same old story - boring American Football game that just isn't as good as John Madden's. And when I found out it was similar to the Madden games I expected even less from it. However, I was wrong! Quarterback Club is actually very enjoyable. All the instinctive playability of the Madden games is here and the computer teams actually behave very intelligently. On top of this, the Quarterback Challenge and Simulation Mode, two features that initially seem quite poor, proved to be very enjoyable additions. Admittedly, John Madden '92 IS still the best American Football game around, but you'd probably have trouble finding it now, and Quarterback Club is certainly better than the more recent Madden games. Yup, I'd say this is the best American Football game at the moment.



If you can't beat 'em, join 'em. Or so the saying goes. Well, as far as Megadrive American Football games go, the John Madden series has always proved pretty much unbeatable. And it's with this in mind that Acclaim have created NFL Quarterback Club. You see, rather than trying to compete with that winning Madden's formula, they've practically admitted that it's the best thing around. So much so in fact, that they've used the same formula in Quarterback Club.

Now to say that Acclaim have ripped off John Madden's Football would be rather strong (not to mention potentially libelous).

However, there's no doubt that Quarterback Club and John Madden's Football bear an uncanny resemblance to each other. In fact, were John Madden's Football to bump into Quarterback Club in the street (and here we have to suspend disbelief and assume that both cartridges can walk and talk), it would say "Od's Blood! You... you look like... like me!" The two games are THAT similar! The same view of the pitch, the same play selection screen, the same technique for selecting which receiver to throw the ball to, the same ability to roll, barge, or dive to avoid tackles. It's ALL THE SAME!

Of course, we don't care whether they copied or not. Hell, we're not the Games Police.

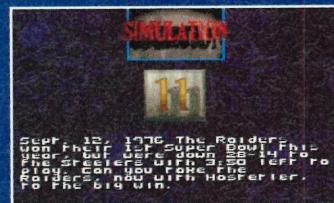
Nope, all we care about is whether Quarterback Club is any good or not. And as a matter of fact, it is. The same instinctive feel that made Madden's so enjoyable has been successfully replicated here. Admittedly, Quarterback Club isn't quite as finely-tuned as Madden's. Receiving a pass, for instance, isn't quite as precise as it could be. But to its credit, it's far easier to see what's going on when running up the field.

Besides, with the Quarterback Challenge and Simulation Mode added to the mix, at the very least you've got one of the best American Football games around.

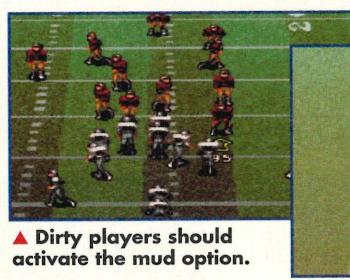
SEGA



▲ Adding to the usual American Football fare is the Quarterback Challenge option. This allows up to five players to select a famous quarterback each and battle against each other in a series of quarterback-skill testing competitions. It's all rather like American Football Olympics and proves surprisingly enjoyable, although the skills you develop are ultimately useless in the main game.



▲ One interesting feature of Quarterback Club is the Simulation Mode which allows you to take part in 30 famous scenes from American Football history. For instance, in 1976 the Raiders won the Superbowl beating the Steelers. However with only 3 minutes 50 seconds left, they're losing 28-14. Can you win from this situation?



▲ Dirty players should activate the mud option.

COMMENT



RICH
LEADBETTER

Take the basic John Madden look and feel, add slightly better audio-visuals and mix in with tons of new and quite interesting modes of play. What do you have? Acclaim's NFL Quarterback Club, that's what. In its favour, it must be said that this matches up to the magnificence of Madden - mainly because in terms of gameplay and execution, it's virtually the same. However, the introduction of new features such as the historic simulation mode and Quarterback Challenge are appealing, adding to the solo-player enjoyment. I agree with Tom - if you are after a new American Football game, this is a great buy, but be sure to scour the bargain buckets for the superior Madden '92 first.

90

Presentation:

Plenty of neat stats screens, digitised quarterback pics and on-screen instructions. Impressive, most impressive.

81

Graphics:

The in-game graphics lack the realism of the Madden games. They are still clear and practical though.

72

Sound:

White sound crowd noises and rather embarrassing tunes. A lack of good quality stadium sounds.

47

Originality:

Highly unoriginal gameplay, however the Quarterback Challenge adds a neat twist to the normal Madden-style fare.

88

Playability:

Using that Madden-style formula was an ingenious idea. This is a very instinctive and highly playable game.

84

Challenge:

On Rookie the computer teams provide a relaxing challenge. Higher settings prove extremely tough though.

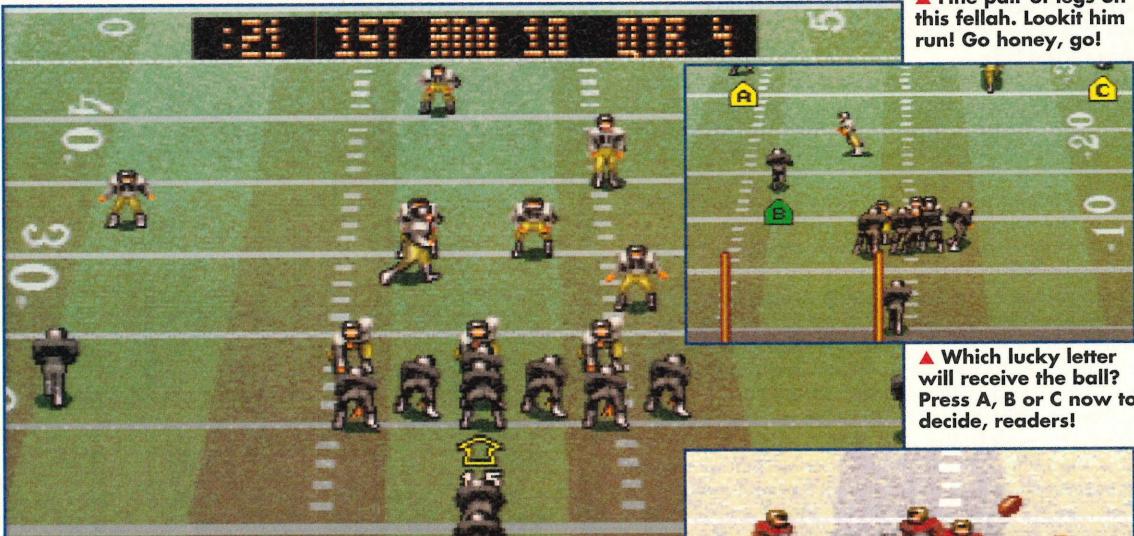
89

Lastability:

There's a full season for an ongoing one player campaign. The multi-player option should produce months of interest.

OVERALL:
87

John Madden rides again! On a new horse this time. One that can take his weight.



▲ Fine pair of legs on this fellah. Lookit him run! Go honey, go!

▲ Which lucky letter will receive the ball? Press A, B or C now to decide, readers!



▲ No! No! The ball! Get the ball you fools!



▲ Number 77 cops the lot. Right in the gob.

▲ There's the snap! Ooyah!



▲ Interception! The defense suddenly turn the game around with the little-used Snowball Blitz play.

REVIEW



32 MEG

BY:
EAPRICE:
£49.99RELEASE:
MARCHSTYLE:
BOXINGPLAYERS:
1-2CONTROL:
JOYPADCONTINUES:
PASSWORD

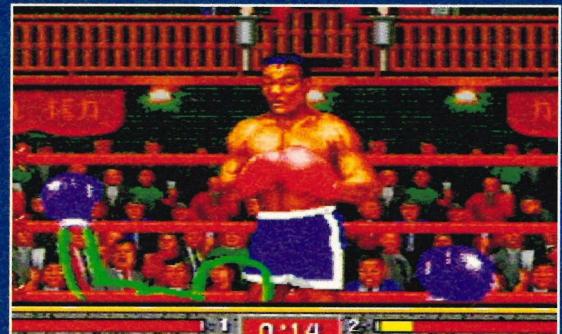
A sure sign of boredom must be when you sit through an entire edition of Strongest Man In The World. You know, the programme that always seems to be on for the half an hour just before a big blockbuster premiere hits the box. Going to ridiculous limits, these guys will throw any inanimate object over a bar to prove their worth. But over the great divide in the US of A things are done just a little differently.

Forget your caber tossing; ignore the monster truck towing; and as for the car battery lifting... nope, our Transatlantic cousins would rather slug it out man to man in a boxing bout from beyond known as the Toughman Contest. A contest in which 24 examples of pure meathead queue up for the chance to pulp each other into the ground until one final and clear winner has been victorious. So it's hardly surprising that the kings of sporting games titles, EA, have taken the opportunity to release the Megadrive's answer to Super Punch Out on the Super NES.

To date, Toughman Contest is the largest game to be released by EA on the Megadrive. A sizeable amount of memory you may cry, but the size and animation of these huge sprites soon sucks up the MEGs. For indeed these characters are quite massive for a console game. In total you have the chance to select from 24 boxers — each originating from a different part of the globe and displaying individual strengths and weaknesses. And although there's nothing particularly groundbreaking in these options, the twist in the tale is that each player has the chance to pick his own special moves.

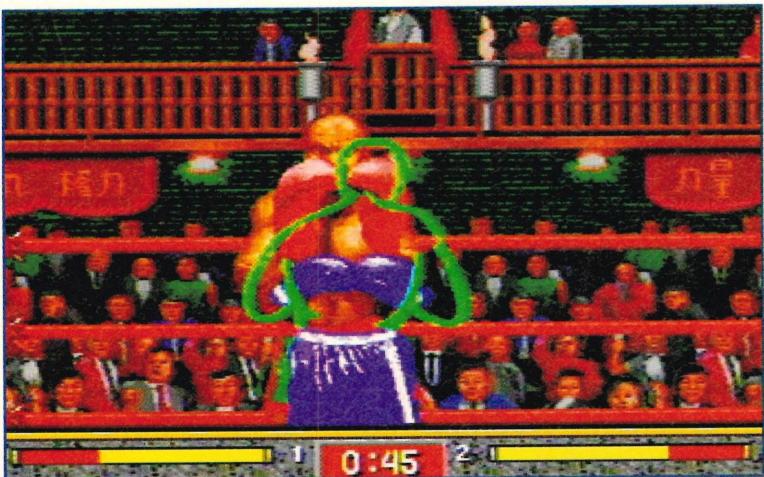
Ranging from the standard Super Upper Cut and the Power Jab, to animated antics like the Windmill Wind-Up and the Popeye Punch, the moves are activated during any bout through a combination of D-Pad movements and button presses à la MK and Streetfighter. But for all this potential in terms of memory and novel features, Toughman Contest really doesn't even get through the first round when it comes to gameplay. Lack of timing seems to be the major fault, and whether this is down to the size of the sprites or a flaw in the control system, the result is unforgivable. Quite simply the game lacks precision and cleanliness. In other games with special moves, when you pull off the move, you expect to be rewarded instantaneously for your efforts. Yet in the case of Toughman, it happily chugs along until it can catch up seconds later with the selected move making a late appearance. All in all the player never gets to feel as if the moves are really making contact with the other character.

From the outset Toughman Contest was an ambitious project, and should be commended for its efforts to bring this style of game to the Megadrive. But the size of the game is just too much for a 16-bit system to cope with. Not a contender when it comes to demanding your hard-earned cash.

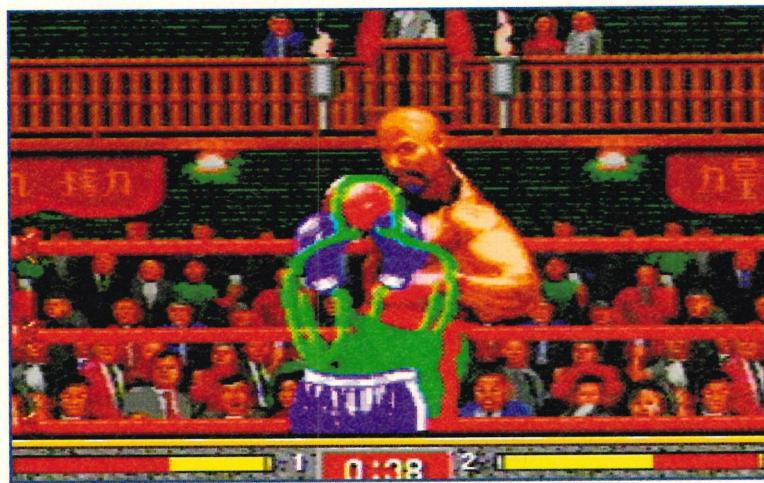


▲ Listen Earth-boxer, my name is Preenk-12. I come from a distant world. A very distant world. A very very distant world. It's a long way away.

▲ My god, what kind of creature are you, with your green translucent body and strange bulbous blue fists?



▲ It's not good, Mr Benson. Our X-rays show you have blue kidneys.



▲ What's more, your brain is a red boxing glove.



COMMENT



RICH LEADBETTER

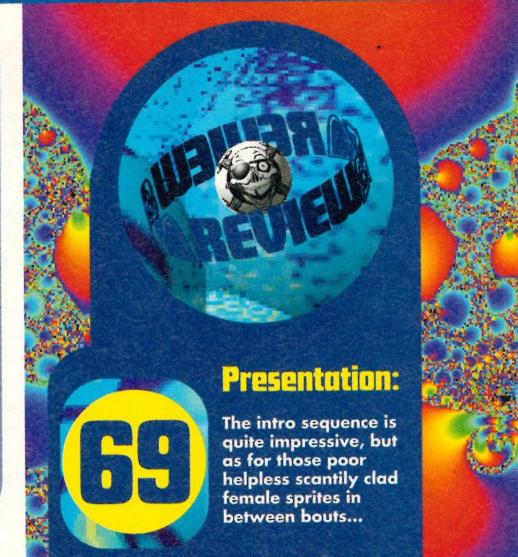
So EA have decided to utilise an enormous 32-meg cartridge for their latest sports sim. I mean, 32-MEG?!? I can see where it's gone because the characters on-screen are of excellent detail - with tons of decent animation. The sound too is suitably impressive. But of course, it's the gameplay that counts, and I'm afraid that this doesn't really make the grade. It's all very well having enormous sprites, but if it results in a simulation as unresponsive as this, we're in trouble. I had a fair amount of enjoyment from this, but in the end it just isn't really worth buying.

COMMENT



TOM GUISE

It's clear to see what EA were trying to pull off with Toughman Contest, and in theory it could have worked as well as Super Punch Out on the Super NES. But as with the actual sport and the contenders alike, to much weight and stodge means a sharp visit to KO central. Unfortunately Toughman is carrying far too much weight, resulting in a cumbersome, but reasonably nice looking boxing sim.

**Presentation:**

The intro sequence is quite impressive, but as for those poor helpless scantily clad female sprites in between bouts...

69

Graphics:

Beefy character sprites that look really impressive. If only they weren't so sluggish and had better backdrops to perform in front of.

72

Sound:

Good solid punches and other violent FX that really add to the feel of the game.

76

Originality:

A reaction to Super Punch Out on the SNES, but one that comes nowhere near competing.

67

Playability:

You never feel as if you are connecting when hitting an opponent, and the special moves are too random.

66

Challenge:

A pretty stiff challenge, but only because you're uncertain of actually performing the moves correctly.

68

Lastability:

A lot of competitors to face if you want to work to the top. If you can be that bothered.

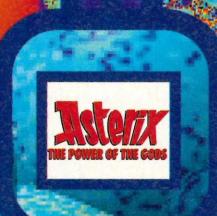
65

OVERALL:

An enormous product in terms of memory, but essentially too slow and unresponsive to inspire even the most dedicated fan of boxing sims.

66

REVIEW



16 MEG

BY:
SEGAPRICE:
TBARELEASE:
TBASTYLE:
PLATFORMPLAYERS:
1CONTROL:
JOYPADCONTINUES:
EARNED

Agames based around comic book characters have always proved popular and is it really surprising? After all, who really wants to trundle around some sickly grassy hillock platform levels as plain old Casper the Chipmunk when you could be swinging from rooftop to rooftop as the Amazing Spiderman? Or flying over the streets of Gotham City in your Batwing? Or even trundling around some sickly grassy hillocks as Asterix the big-nosed French dwarf?

Okay, so perhaps Asterix isn't quite as dynamic a comic character as some of those costumed superheroes, but his books are still highly entertaining stuff, filled as they are with hilarious plots and magic potion enhanced super-battles against the Roman Empire. In fact, they're perfect material for a top-notch platform game. So it was all the more disappointing that the original Megadrive Asterix outing (*Asterix And The Great Rescue* as if you didn't know, Gaul-fans – Tom) didn't have any of those classic comic book moments. A simple platform affair, it was merely a case of Asterix or Obelix wandering through the Gaulish village, or wandering through some abstract level that was supposed to be a Roman fort, or wandering through some abstract level that was supposed to be Rome, or wandering around underwater. Yep, it was very poor indeed. Well thankfully, *Asterix And The Power Of The Gods* has a little more substance to it. For a start, there's a plot. Not your simple 'rescue the druid Getafix' kind of plot either. Nope, more of a 'rescue the Chieftain's shield' plot. However, rather than just being a weak reason for Asterix to wander across a thousand levels, it does actually tie all the levels neatly together, with certain tasks having to be carried out before other levels are opened up. For instance, Asterix has to find a legionary disguise before he can enter a Roman fort. But to get the disguise he has to find a huge catapult in the forest and fire himself into another fort first. Get the picture?

Unfortunately, this ambitious effort to create an Asterix game that's faithful to the books doesn't quite come off. The levels, although nowhere near as cobbled together as in the previous Asterix game, are still rather bland. It's still just a case of wandering around bashing any strategically-placed Romans that get in your way, with very little original elements to spice up the action.

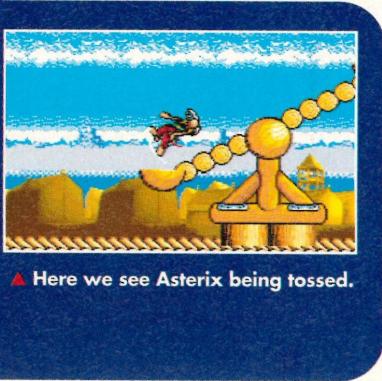
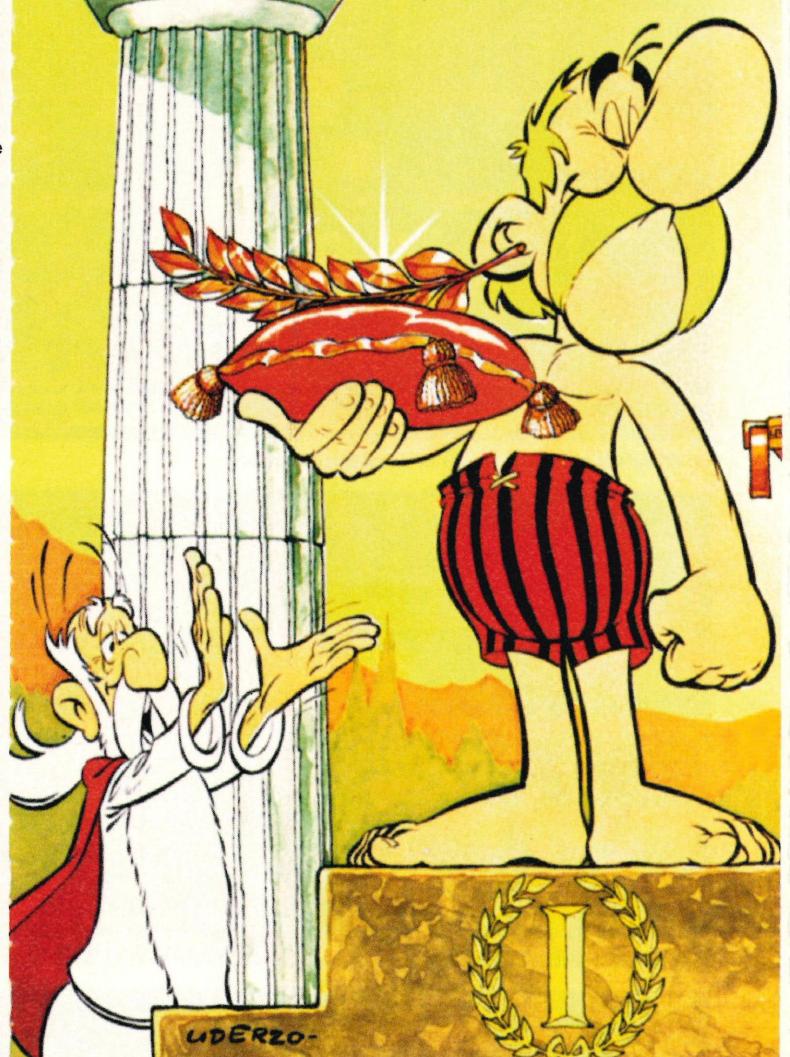
This isn't to say that *Asterix And The Power Of The Gods* is a bad game. It certainly isn't, but it isn't that great either. So that puts it somewhere in between. Above average is probably a fitting way to describe this game.



▲ In his more private moments, Asterix lets his female side out. Close friends know him as Debby.



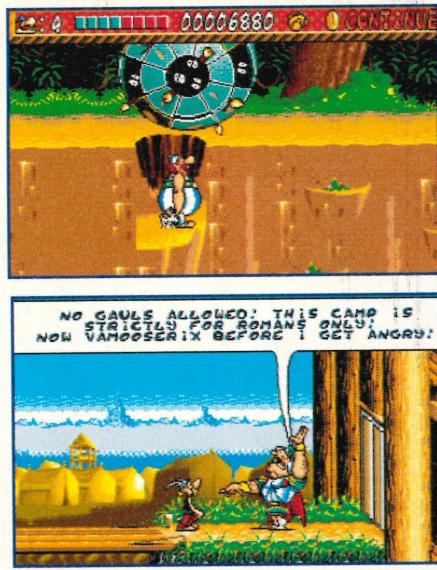
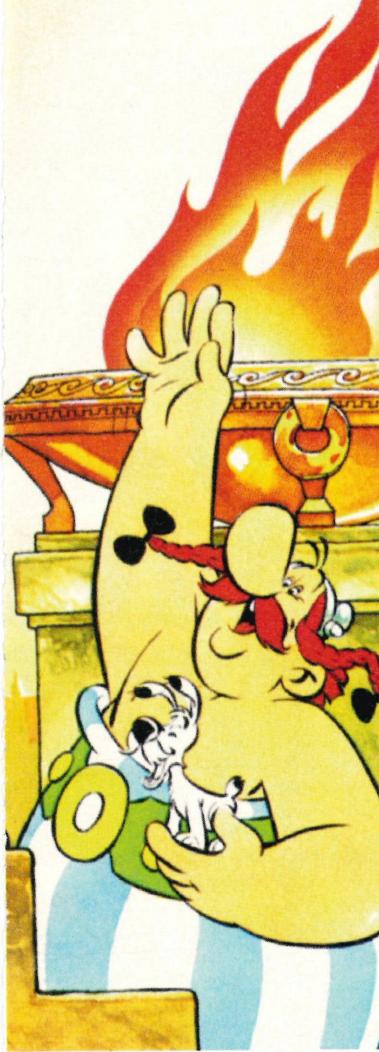
Asterix THE POWER OF TI



▲ Here we see Asterix being tossed.



ASTERIX THE GODS



▲ By Toutatis! Obelix isn't doing what I think he is, is he?...



▲ ...Nah, he can't be. I mean Obelix doesn't have any, you know, bits.



▲ ...Unlike Asterix, his are huge. I mean just look at the size of that ball.

COMMENT



**TOM
GUISE**

To be honest, I can't say I enjoyed this game much at all. The levels are all surprisingly uninspired, with little

more to do than beat up Romans and open doors by finding their hidden switches. Very standard stuff. On top of this, the game is infuriatingly difficult. It's too easy to get injured, some baddies kill you outright and there are even lethal collapsing floors which look identical to any other bit of floor. On top of this, the controls are quite fiddly, lowering your chances of survival even more. Add to this the fact that it's not very obvious when you've completed the objective of a level - thus you wander aimlessly around until bored - and this is one game I have to say I wouldn't buy.

COMMENT



**RICHARD
LEADBETTER**

Personally I don't see what makes Asterix such a hot property - he's not THAT funny is he? - but even if

you're a real nutter for the cartoons I think you'd be hard-pressed to get much fun and excitement out of this game. It's blatantly unfair about the way it treats the player, it's tough to control and likes to smack you with a dose of certain death just when you least expect it. Admittedly the gameplay has a bit more to it than the previous Asterix-stinker, and the graphics and sound are fine but paying money for this would not be on my 'Ten Clever Things' list.



82

Presentation:

There's a lengthy intro lifted straight from the comics and plenty of little comedy touches.

76

Graphics:

Although the sprites do resemble their comic counterparts, they're surprisingly small. The backdrops are fairly average.

84

Sound:

Rather nifty classical tunes spice up the game together with some reasonable spot-effects.

42

Originality:

There's nothing here that hasn't been seen in other platform games before.

72

Playability:

Fiddly controls make it a bit tough to get to grips with. The actual platform fare is rather average.

83

Challenge:

It's certainly a tough game. Working your way through the game is going to take some skill.

72

Lastability:

There's a lot of game here and the game does pick up as it progresses. You may lose interest before it does though.

OVERALL:

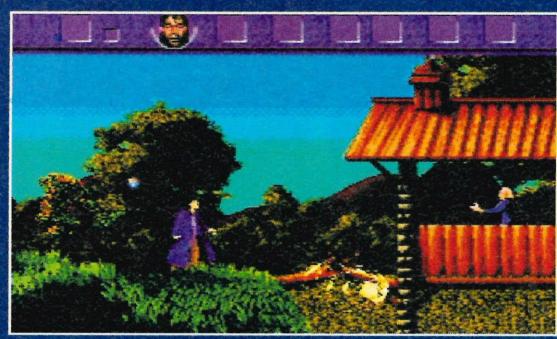
A fair enough attempt to bring Asterix to the Megadrive.

72

REVIEW



32 MEG

BY:
ACCLAIMPRICE:
£39.99RELEASE:
APRILSTYLE:
SHOOT 'EM UPPLAYERS:
1CONTROL:
JOYPADCONTINUES:
INFINITE

▲ Much purple-trenchcoated wandering action going on here.

COMMENT



TOM GUISE
 Not exactly the most obvious film to licence, Acclaim certainly haven't done themselves any favours by burying this enjoyable game under some of the worst graphics this side of a Master System. All the sprites and backdrops are particularly weak and reminiscent of Sega's 'Master Of Darkness' thanks to their limited palette and bland backdrops. The game itself, though, is more than adequate fare. Collecting spells and blasting huge spiders and lizards with firebolts is entertaining enough, and the levels are large and full of things to use and avoid. In fact, my only main gripe regarding the playability is that the spells are a bit tricky to pull off when you're under attack — surely there was an easier way to cast them? Despite this, though, Warlock is a playable game which, due to its crap aesthetics and dated licence probably won't get the attention it deserves.

▲ Hey old man, what have you got in your hands? You'd better show me old guy or I'll give you a beating with my big purple trenchcoat.



▲ Armed with my big purple trenchcoat and scampy, my trusty hound who lives within my coat, I shall battle all evil!

Warlock. Hmmm, not the most obvious of movie licences I must admit, and one which could start a worrying trend. If Acclaim are now looking to older movies for their game inspiration, does that mean Time Warner will snap up Flight Of The Navigator, whilst Ocean drop Waterworld in favour of (shudder) Singin' In The Rain?

Still, for those of you who haven't gone into a blockbuster recently, found all the best films are out and rented something like Warlock because of its pretty box and because it's got that bloke out of Arachnophobia in it, here's a brief. Julian Sands is the titular spell-caster, and is preparing to unleash his dark forces mates upon the Earth. Cast as the film's raincoat-wearing hero (don't ask me his name, we're in straight-to-video territory remember?), the only way to thwart the Warlock's plans is to scour the game's twelve long stages in search of six Runestones which, when returned to a bunch of creepy monks will put an end to Mr W. Arlock's plans and ensure good wins and it'll be sunny tomorrow. Huzzah!

The twelve play areas span forests, churches, graveyards, castles and all the usual horror movie scenarios, and each stage is inhabited by all manner of reanimated baddies. Thankfully, though, the monks had guessed this might happen, and our hero is armed with a handy fireball, and this can also be supplemented with the caches of spells some fool has left conveniently scattered throughout the game. These include a rather smart smart bomb effect and energy revitalising spells, but effecting them involves a rather irritating combination of up and A, which isn't exactly convenient if you're under attack. Damn those monks.

Each of the scrolling worlds is split into two areas, the first of which involves running the gauntlet of Warlock's mates and watching out for odd attacks from the man himself, whilst the second takes you into exploration territory where the Runes await at the end of the stage.

SEGA



▲ Caption caption caption caption caption caption



WICKED



▲ Ook, aak, aargh! I'd better not spill my guts on this lovely purple fun fur.



▲ A mystery looking shot with some things that look like bits of chopped purple cabbage and onions.



Presentation:

66

Graphics:

54

Sound:

64

Originality:

67

Playability:

78

Challenge:

75

Lastability:

73

OVERALL:

70

REVIEW



CD

BY:
SEGAPRICE:
TBARELEASE:
APRILSTYLE:
RPGPLAYERS:
1CONTROL:
JOYPADCONTINUES:
INFINITE

If you've ever played a Shining Force game, you'll know that they're just brilliant. Not only are the storylines great, there's loads of fighting, plenty of treachery and sometimes there's even a bit of (ahhh) romance. So why didn't Sega bother releasing two of their Game Gear versions in this country? Well, no doubt it has something to do with the niche market over here, so instead, they decided to convert them both to the Mega-CD for a two-in-one extravaganza. And jolly nice it is too.

Although role playing games are usually quite dull and tedious, there's something about the Shining Force series that's a little different. The stories are a lot better for a start, and because the same characters pop up in each adventure, you feel a certain brotherly camaraderie for each and every one of 'em. And the best thing about

Shining Force is its unique fighting system. In most RPGs, they are the most tedious aspect of any adventure, purely because they make the gameplay so stop-start. In Shining Force, the fighting is instantaneous and fluid too.

So, it's a good job that for these two new (ish) adventures, all the best parts of Shining Force have been faithfully recreated. You get your battle sequences, your good vs evil plot and your fair share of wandering around the wilderness with nowt but a knife and a bit of string. And you get it all twice of course. Which, it can't be denied, is great value for money, although it doesn't come without its problems.

For starters, you can't have two games on the go at once – you have to play one then the other. At first this doesn't seem very important, but what if you want to play both games together? What if there are two of you? What if you get bored with one and fancy starting on the other? The silly thing is, there's no reason why you shouldn't be able to play both of them, as it's just a matter of accessing the disc at the right place.

Apart from this minor niggle though, it's business as usual for the Shining crew. There's nothing more, and nothing less than you'd expect, and of course, it's all of the same high quality witnessed in the last two titles. But, if you already have a couple of these games in your collection, or you just don't like RPGs, you may want to look elsewhere for your entertainment fix.



SEGA





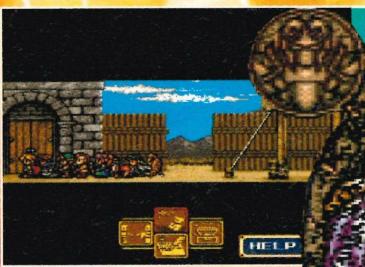
▲ The shopkeeper offers some under-the-counter services.



▲ The same old icon-driven options as seen on the Megadrive.



▲ It's the brilliant dialogue that makes Shining Force such a joy.



comment



SAM HICKMAN

I've played all the Shining Force games to date and as far as I'm concerned, they're among some of the best games ever developed for the

Megadrive. This CD offering is much the same as the last two adventures, although it does seem as if there's more emphasis on the fighting scenes than there was in the last two games. Unfortunately, it's this feature that lets the title down. There's hardly any emphasis on the story at all, and the endless fights do become quite tedious after a while. It's still a great game though, even if it's not quite up there with the rest of the Shining Force titles.

comment



TOM GUISE

Sam may be a big fan of the Shining Force games, but I'm an even bigger fan.

So I was especially looking forward to this compilation of the two

Japanese Game Gear titles. There's no doubt that they're fine games and fans of the original Shining Force will especially like seeing the characters return.

However I can't say I find them as compelling as the two Megadrive outings. Being on Mega-CD, I hoped these games would have smart animated graphics and sound to compliment the brilliant gameplay, perhaps touching the kind of presentation Snatcher enjoyed, but no. Good games, sure, but lacking.

89

Presentation:

Brilliant. All the characters have their own stats screens, and there's loads of story screens too.

83

Graphics:

The Shining Force series has never been renowned for its graphical excellence, but these do the job nicely.

81

Sound:

The usual epic soundtracks mixed with lots of great spot effects. It's of a much higher quality too, being CD sound.

54

Originality:

There's some new characters in there, but for the most part, it's exactly the same as the other SF games.

90

Playability:

Easy to get into and impossible to put down.

90

Challenge:

Some of the battles are pretty tough, but there's plenty of opportunities to save your game.

90

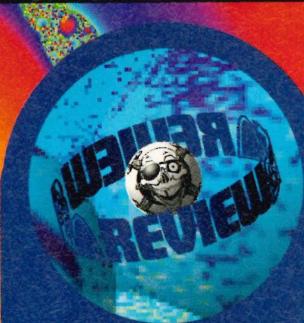
Lastability:

Finished one game? Well, why not start the other - there's months of playability here.

85

OVERALL:

Another great episode in the Shining Force saga, although not as polished as the other adventures.



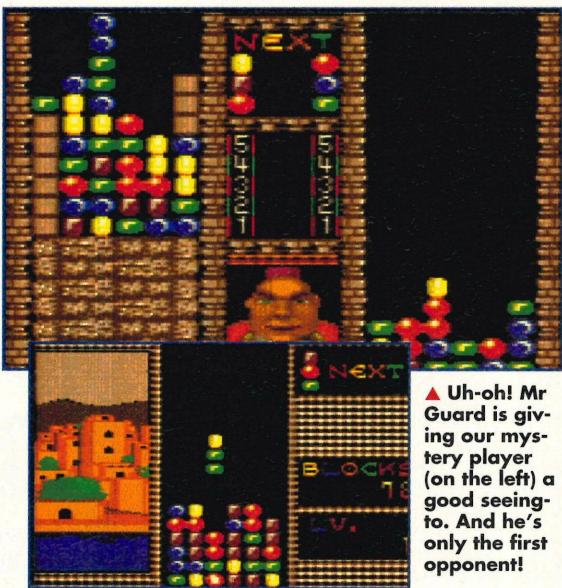
REVIEW



2-MEG

BY:
SEGAPRICE:
£21.99RELEASE:
APRILSTYLE:
PUZZLEPLAYERS:
1-2CONTROL:
PADCONTINUES:
N/A

SUPER COLUMNS



▲ Uh-oh! Mr Guard is giving our mystery player (on the left) a good seeing-to. And he's only the first opponent!

once, Sega have done it again, but this time they've put more effort into it and created SUPER COLUMNS!

In the first game you just had to link together tumbling jewels into like-coloured 'columns' (hence the name). This was all very well, but it did get a tad dull eventually. For the Super version, Sega have added things like the ability to rotate the tumbling columns, as well as just juggling the order of the jewels around. Also, there are special stones which destroy whole lines of stones, or particular colours.

The most significant addition to the game is the Story Mode, in which you have to throw a Phoenician spanner in the works of evil Middle Eastern merchant, Surhand, who's about to take over everyone's minds with a sacred amulet. But how to defeat this dangerous character and his many henchmen? Swords? Magic eye beams? No! Your only chance is to defeat every one of them at a game of split-screen Super Columns. And these guys can employ their own kind of Columns sorcery, dropping space-hogging monoliths into your pile of stones, just to make things difficult.

And difficult it does... er... make things. Certainly much tougher than the first game, that's for damn straight sure. In fact just getting past the first junior guard in Story Mode, whom you'd expect would have just enough brains to hold his spear upright, is a real mutha of a challenge!

SEGA

GAME GEAR

REVIEW



4-MEG

BY:
SEGAPRICE:
£29.99RELEASE:
APRILSTYLE:
RACINGPLAYERS:
1-2CONTROL:
GUESSCONTINUES:
NOT AS SUCH

The best thing about Sonic is that he's so fast, right readers? But just imagine - IMAGINE! - how fast he would be if he was driving a fast car! Oh boy! Too much! Anyway, for you nutty Game Gear speed freaks here's an equally nutty opportunity to take control of Mr The Hedgehog and six of his best buddies/mortal enemies in a Nutty Road Race To Glory, in which the prizes are the Chaos Emeralds.

Sonic, Tails, Amy Rose, Knuckles, Robotnik, Metal Sonic and Nack the Weasel all feature in this 3D road racer which obviously owes much of its inspiration to Nintendo's Super Mario Kart. There are three leagues of six tracks to master, either against your choice of three computer opponents or a linked-up human pal.

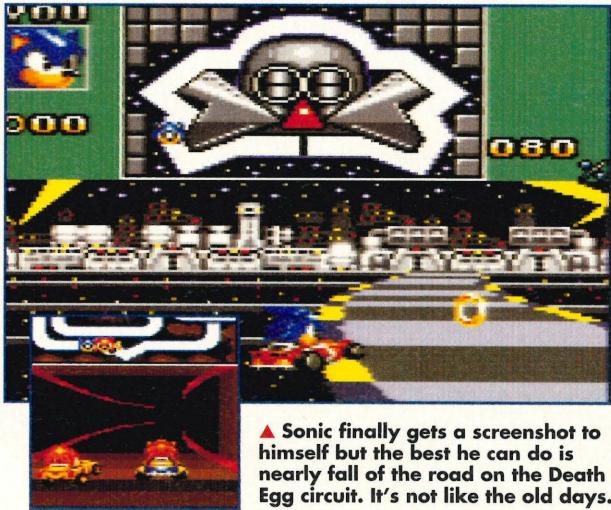
Once you're on the road, it's just a matter of putting your foot down and dodging around the other drivers and the obstacles on the road until you pass the finish line - in first place, with any luck.

To liven things up, the computer drivers drop more obstacles in your path, but if you can steer your little buggy over a road sign you can turn the tables with a Sonic-type power-up - sparkling invincibility shields or spinning leaps, for example. To further liven things up, all the tracks are set in Sonic-type levels with names like Emerald Hill, Casino Night and Death Egg.

The funny thing about this game is that all the livening-up bits seem to work quite well, and obviously a bit of effort has gone into giving particular tracks appropriate features and scenery. It's the fundamentals that let things down though in several respects. For starters, the control is a bit dodgy and you often find yourself careering off the road even though you're cornering well and you've let your finger off the accelerator. This is quite frustrating.



▲ Yipe! Tails better watch his tail! Robotnik's coming up on his inside!



▲ Sonic finally gets a screenshot to himself but the best he can do is nearly fall off the road on the Death Egg circuit. It's not like the old days.

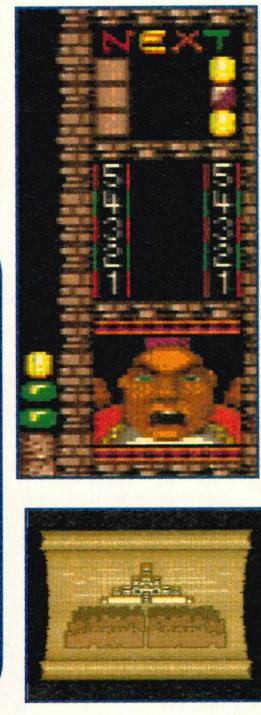
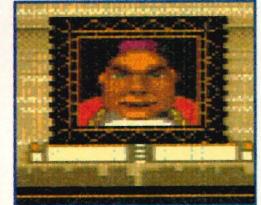
COMMENT I've long since grown bored with these tile-matching games, but I will admit that Super Columns isn't bad at all. It's definitely got more entertainment value than the original game, and the Story Mode is very entertaining, though probably not for simpletons. It must be said, however, that it's not vastly different from Mean Bean Machine, which on reflection, was more fun to play simply because the silly ambience made everything seem more lively.



With the aid of magic crystals, such as the flickering flame globes and this diamond-shaped doo-dah, you can clear heaps of gems in the merest seconds.

COMMENT When Columns was first released on the Megadrive, it was a pretty good game, but then Mean Bean Machine was released – a far superior title in my opinion.

Unfortunately, Super Columns doesn't expand on the traditional puzzle concept in any way, and although it's still fairly good fun (and cheap too), Mean Bean Machine is just of much higher quality, and it's more frantic too.



Presentation: Lots of options, and the programmers have played on the game's Middle Eastern origins nicely.

Graphics: Nothing flash, as you'd expect, but tidy and all the bits that could look good do look good.

Sound: The background music is full of eastern promise.

Originality: Not very original. Borrows bits from lots of other puzzle games.

Playability: Fun to play and lots of nuances to master.

Challenge: Certainly not for half-wits.

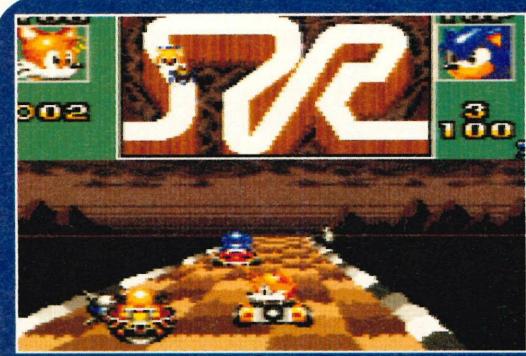
Lastability: One of those games that you get out again and again.

OVERALL:

77

A clever variation on the original, but no better than Mean Bean Machine.

COMMENT As Super Mario Kart showed, putting a bunch of everyone's favourite platform characters into a comedy race game can pay off big dividends. With this in mind I was anticipating big things from Sonic Drift - and I was slightly disappointed. Although the graphics are superb for the Game Gear, packed with variety, I had real problems with the handling of the car. Sonic Drift isn't bad at all, especially with two players, but it could have been a lot better. Perhaps Sonic and his pals should stick to platform games, hmm?



COMMENT Oh dear. Now I know why Sega didn't release Sonic Drift 1. Although it plays adequately and there's plenty of variety in the tracks, the gameplay feels half-finished. And although each character can foul up the others' race by chucking obstacles and the like, you spend most of the time attempting to take near-impossible corners. I really wanted to like this, but at the end of the day, for all its nice graphics and good road routines, I just didn't enjoy playing it really. I'd spend my cash elsewhere.



The 3D routine doesn't handle these gaps in the road too well – or at least not as well as Tails and Nack here do! Ha ha!



▲ Young Miles suffers a nasty tumble but is promptly dumped back on the track.

Presentation:

Typically jolly Sonic thumbs-up title screens. Decent options selection.

Graphics:

The 3D effect and the characters aren't bad, but the small road display means you don't see much of the road ahead.

Sound:

The usual tinkly effects but the tunes could have been mixed by MC Game Gear himself.

Originality:

Obvious similarities to Super Mario Kart, but there's not much like it on the GG.

Playability:

Too frustrating to be really enjoyable in GP mode, and not very exciting in time trial mode.

Challenge:

Tough to play, but for the wrong reasons. A lot of time is spent careering off the side of the road.

Lastability:

If you can play in link-up mode there might be some prolonged fun, but not otherwise.

OVERALL:

77

Looks great, sounds fine and plays pretty well. A bit more playtesting could have made this a classic.

REVIEW



TRUE LIES

16 MEG

BY:
ACCLAIMPRICE:
£TBARELEASE:
APRILSTYLE:
BLASTERPLAYERS:
1CONTROL:
ESPCONTINUES:
PASSWORD

True Lies: easily one of the film highlights of 1994, although it had more than its fair share of dubious stereotypes, and immoral goings-on. It was released into the video stores at the end of last month, hence this Megadrive conversion – carefully released to coincide with all the fresh hype.

Of course, the big question is: does it compare to the film in any way, even a very small one? Well, that, as they say, is largely a matter of opinion. If your opinion is that by bunging a few digitised pics of Arnie et al in between levels you'll have one of those game-of-the-movie-things, then you'll no doubt be rather chuffed with this offering. But if you think there's just a little more to it than that, then you may be sorely disappointed.

You see, although True Lies is a pretty good shoot 'em up in the style of Chaos Engine, it's not very similar to the film at all. So by rights, it should be called Complete Lies. But hey, maybe we're being just a little too harsh here (not to mention a bit sarcastic). Let's start again shall we?

Taking the role of special agent Super Arnie, it's up to you to stop those horrible nasty terrorist types from destroying the World As We Know It. Which according to Hollywood types is only in America anyway, so us Brits don't have much to worry about. To do this Arnie must complete various different missions although the main one involves tracking down religious fanatic Aziz. Although there's no real reference to the film, each level does loosely follow the movie's plot, so you get your Arnie at the party scene, Arnie in the Shopping mall interlude and Arnie running around the forest with a huge gun mini-series. Naturally, being Arnie, he doesn't really do anything else apart from run around shooting people, but that's fine, well up to a point anyway. It does become a bit bland after a while though – mainly because there's no strategy involved in the gameplay.

True Lies is a good enough title that looks a bit dated when compared to the greats of the genre such as Chaos Engine and Cannon Fodder. It's good fun for a while, but it's hardly a true representation of the film and ultimately, it's just a bit too shallow to have any real lastability.

SEGA



▲ Hiding in that tree isn't going to help America.



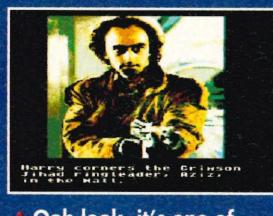
▲ Smarmy get.



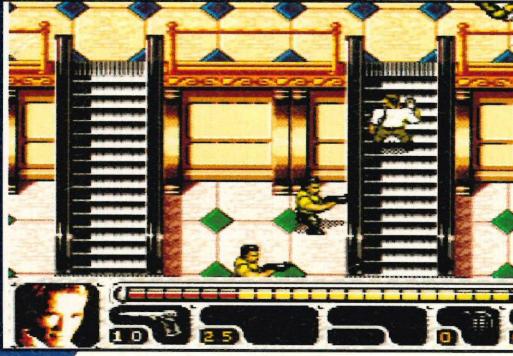
▲ Oh dear. He's dead.



Good work, Harry! The files are connected and we're downloading the information! ▶



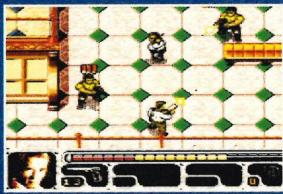
Barry corners the Grizzon Tiber. ▶
▲ Ooh look, it's one of those naughty terrorist chappies!



True Lies



LIES



▲ This is no time to use mobile phones, fool.

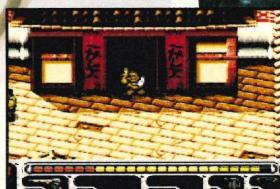


▲ Just drive the bloody thing, will you.

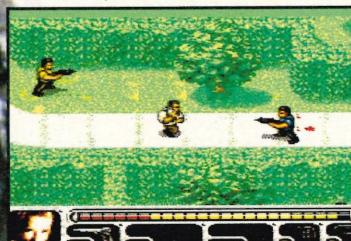


Harry emerges from the icy waters and onto the Chateau grounds undetected.

▲ That's supposed to be Arnold Schwarzenegger.



 A



COMMENT



SAM HICKMAN

At first, I thought this game of the movie was actually quite good – it seems to follow the film plot and was fun to play too. But after getting through the first couple of levels, nothing seemed to change, and the action became extremely repetitive. In addition, the links with the movie become more and more tenuous – in fact the whole game just seems to be poorly designed. True Lies was one of the most exciting film releases of last year, and this game really doesn't do it justice.

COMMENT



RICHARD LEADBETTER

After blasting my way through both Cannon Fodder and Chaos Engine, you can't blame me for being a bit disappointed at this offering. All the levels are exactly the same, there's not enough weapons and there's no game atmosphere at all. At best this game is average, but even then I'd avoid it if at all possible.



Presentation:

Loads of little bits added on to the gameplay to make you really believe that this is a true representation of the film. It doesn't work very well.

71

Graphics:

Some nice digitised pics of characters from the movie, but the in-game graphics just about manage to hold their own.

72

Sound:

Ooh dear. Sadly lacking in this department.

64

Originality:

Adds nothing to the genre, and seeing as even the movie was ripped from someone else, it's not very original either. Some okay 3D sections though.

45

Playability:

Seems great at first, but after three or four levels of the same gameplay, it becomes slightly tedious.

70

Challenge:

Bloody difficult. You only get three lives, and although there's a password option, getting through each level is pretty difficult.

71

Lastability:

It's a bit too frustrating to last very long and even if you finished it, you wouldn't want to play it again.

68

OVERALL:

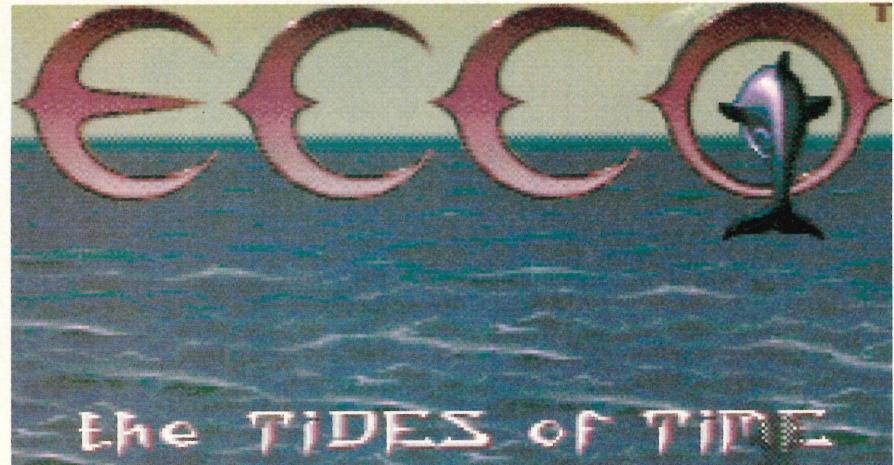
An average enough game, but it's not a patch on the movie.

75

REVIEW



CD

BY:
SEGAPRICE:
£44.99RELEASE:
MARCHSTYLE:
SUBAQUA
PUZZLE FUNPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

▲ Ecco meets some of his big-flipped ancestors at SeaWorld 2299.



Dolphins are great aren't they? They're so much more streamlined and stealthy than regular ocean-goers that they don't leave a wake when they swim. The dream centres of their brains are larger than those in humans. And, best of all, they always put on a happy, smiley face for the kiddies.

Ecco the dolphin always brings a bit of cheer to the faces of tearful Sega owners, and here he (she?) is, back again for another sub-aqua escapade, this time in the Mega-CD re-working of last year's Ecco II.



What we find is this: Ecco has returned from his first trip through time and

space which resulted in the destruction of the Vortex aliens, and he's now back in home waters living the dolphin high life. Little does our hero know that the queen of the Vortex aliens has followed him back to Earth to set up a hive and breed enough new Vortex warriors to help her seize control of the planet.

Once again the fate of Earth's oceans is in Ecco's flippers. Using his cetacean nous, Ecco swims around underwater danger-mazes, avoiding toothy sharks and poisonous molluscs, and 'singing'. Not old Marc Almond numbers, but mysterious dolphin messages which elicit clues from the friendly local cetaceans, and destroy the mystical crystal glyphs which tend to block his path to the next level. If you've read the Ecco 2 review in issue 11 we don't have much new to tell you. The action is basically the same as in the first Ecco game, but with a few new features, such as an extra speed-up control and the ability to broadcast songs in several directions at once if you collect a power-up. There is much more variety than in the original game, though, and the gameplay seems to change slightly every couple of levels, from solving puzzles underwater to flying, yes, FLYING, through tricky airborne mazes. The graphics are much improved over the original Ecco game, and this CD version of Ecco 2 also packs some mean musical muscle, in the form of dreamy background tunes.

So, the message is clear: if you don't already have the cart version of Ecco 2, don't be put off by the apparent soppy wetness of it all, because it's actually one of the best Mega-CD products around.

SEGA

COMMENT

RICHARD
LEADBETTER

Dolphin Love is nothing to be ashamed of as far as I'm concerned, and I've been a big Ecco fan right from the first game. This CD sequel lives up to

expectations wonderfully, and as well as having all of the highs of the cartridge version, it has some even higher highs, such as the really impressive FMV 'history' sections which brought forth Corls and Wowls from all who saw them. As in the first Ecco CD game, the music is suitably ethereal (though I don't think I'd buy the album). The graphics are terrific, though I'm surprised that the 3D sections don't seem to have been reprogrammed for the Mega-CD so the sprite expansion isn't as smooth as I was expecting. A piddling detail, though. Overall this is a mighty cool Mega-CD product which I for one would be happy to have for my own.

▲ Fly, Ecco! Fly, beloved sea mammal! As only a magic dolphin can!

COMMENT

SAM
HICKMAN

There's no doubt that the Ecco Series contains some of the best games ever developed for the Megadrive and Mega-CD, and

because no one has really tried to copy them, they've remained pretty original. I'm not quite as big a fan of Ecco as Rich is, purely because I find the gameplay a bit frustrating and monotonous, but then I've never been a huge fan of puzzle games anyway. However, if you're looking for a top quality adventure that offers weeks and weeks of gameplay plus a bit of brain strain, then Ecco is your man. I mean dolphin.

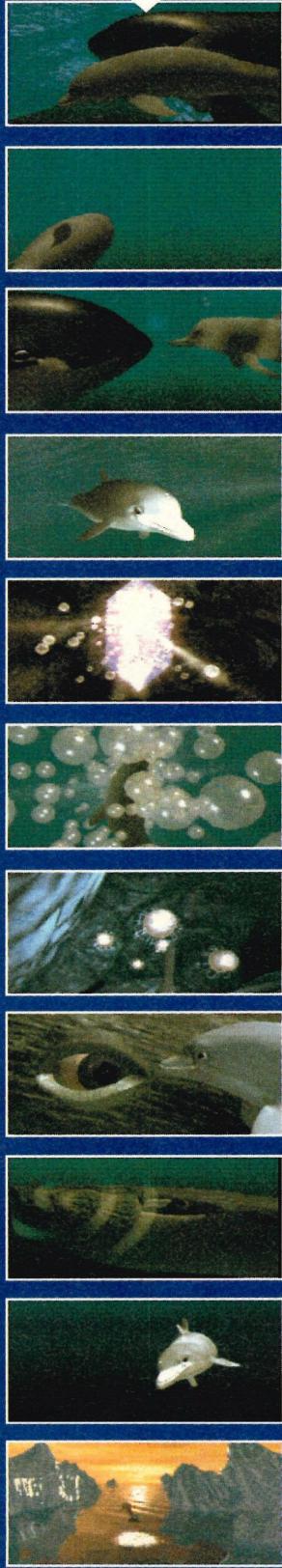


Ecco isn't just restricted to sea-going these days. A quick time-trip to the future introduces him to his big-finned dolphin ancestors, who navigate the skyways and lead Ecco to the aerial tunnels which connect up the Oceans of Tomorrow!



The 3D sections seem unchanged from the cartridge version. They're still enjoyable interludes, but it's perhaps surprising that Novotrade don't seem to have reprogrammed them to use the Mega-CD's sprite-scaling hardware.

Like the Mega-CD incarnation of Ecco, this sequel is gifted with full-motion video clips. Hit a 'History Glyph' and you get a very cool ray-traced sequence which illustrates a crucial plot moment from the first Ecco game, just to bring novice players up to speed. Here we have the bit where Ecco met Big Blue, the wise old whale.



▲ Ecco defies gravity and dodges the mysterious Vortices of Pain and Suffering in the Sky Tides level.

▲ Uh-oh! It's one of the Vortex-kind! Scrag 'im Ecco!



Presentation:

Not overflowing with options but the 'History Glyph' FMV shows are outstanding.

92

Graphics:

Pretty smart! The Mega-CD hardware doesn't seem to have been used in the 3D bits, oddly.

90

Sound:

Soothing CD soundtracks caress the lugs in glorious Q-Sound. The effects are pretty cool also.

92

Originality:

Still surprisingly few Dolphin-based Sega games.

80

Playability:

A few little foibles, but it's hard to resist such an attractively packaged puzzle/action combo.

90

Challenge:

The puzzles are sometimes made a bit too difficult by the super-cryptic clues, but the difficulty curve seems spot-on.

88

Lastability:

There's much more to Ecco 2 than the original game, both in terms of variety and challenge.

92

OVERALL:

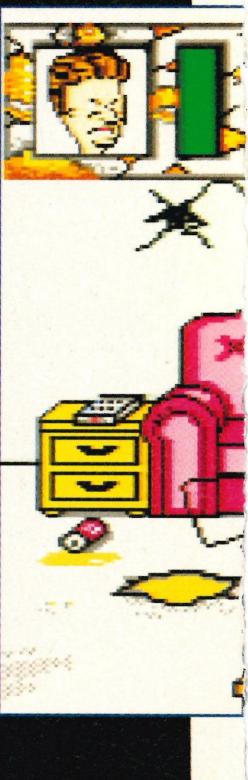
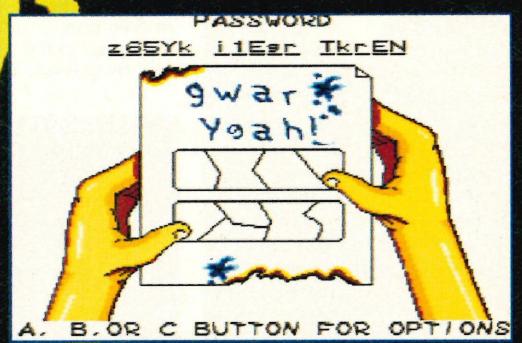
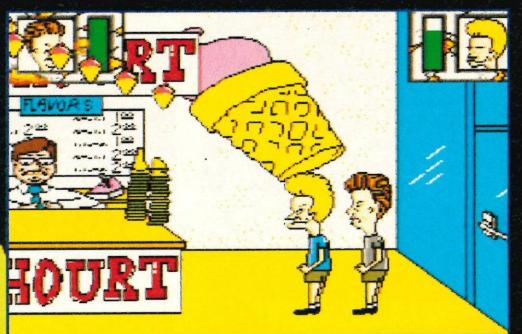
Beyond a shadow of a doubt, the current pinnacle of dolphin-based gaming.

92

REVIEW



8 MEG

BY:
VIACOMPRICE:
£TBARELEASE:
APRILSTYLE:
ADVENTUREPLAYERS:
1CONTROL:
JOYPADCONTINUES:
PASSWORD

REVIEW



Micro Machines Turbo Tournament
ME GEAR VERSUS
ENDER ROUTED
BY DAVID SHUND

4 MEG

BY:
CODE MASTERSPRICE:
£29.99RELEASE:
APRILSTYLE:
BEAT 'EM UPPLAYERS:
1-8(!)CONTROL:
JOYPAD &
BUTTONCONTINUES:
NONE

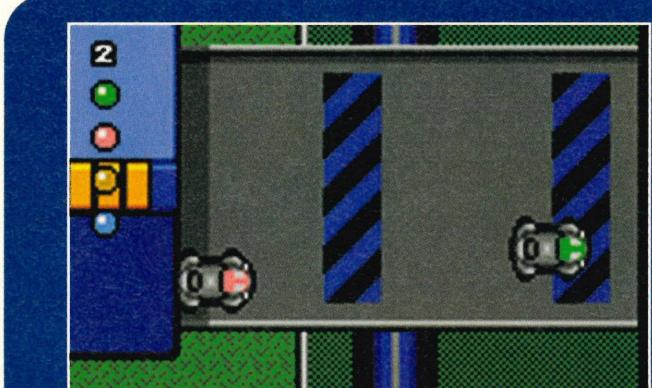
BRRRM! Come on Mr Barratt Homes, fill up me tipper truck - I've got a race to win! BRRRRMM! NEEY-OWWW! Get out of the road you computer drivers! I'm the best tipper truck driver in the world, I am, but only victory in the Micro Machines tournament will prove my superiority to the world of microscopic motoring! Those who doubt will be sorry! Around the kitchen table! Over Dad's workbench! Around the seat on the lavvy! Between the sand dunes on the beach! I will prevail!

Or will I? Or will you? Code Masters' sequel to the top-selling GG title of last year boasts numerous improvements over the original mini-race spectacular, and an increased difficulty level which taxes the toughest Micro Machines Master.

The basic gameplay is the same as ever - race a variety of diddymobiles around the house and garden - but this time there are no less than 38 new tracks to scoot around in no more than 12 different vehicles!

As well as the old challenge and tournament modes, there is a Super League, a knockout game for between four and eight players, a rookie race, the mega-mix (lots of different vehicles) and a really tough Pro Tournament. If you can round up a Gear-owning pal you can hook up to his machine, and if you've got a friend but only one Gear, you can still play a two-player tourney with the 2-on-1 option, which allows one player to steer his motor with the cross-key, while the other uses the 1 and 2 buttons. Absolutely brilliant!

SEGA



▲ Under the books we go! Hooray! Faster, Skippy! Faster! The Pirate King is catching up!



▲ Now this screenshot might not look like much but it does in fact show off the bonus game, in which you have to find and run over 30 little cars in 30 seconds.



Machines 2



▲ Old Walter appears to have put on a few pounds since last time. He'll be sorry when he's older.



▲ Press buttons 1 and 2 and START while you're switching the Game Gear on and you get this screen which leads to the hidden sub-game, an old Pong-style tennis game for two linked-up players. Unfortunately, owing to staff shortages and leaves on the line, we are unable to bring you a picture of the game itself. Sorry.

▲ 'Skippy! This ice isn't ice! It's icing!' 'No time to stop for a taste now, Roger! The Pirate King's Tricycle Demons are after us!'

COMMENT



SAM HICKMAN

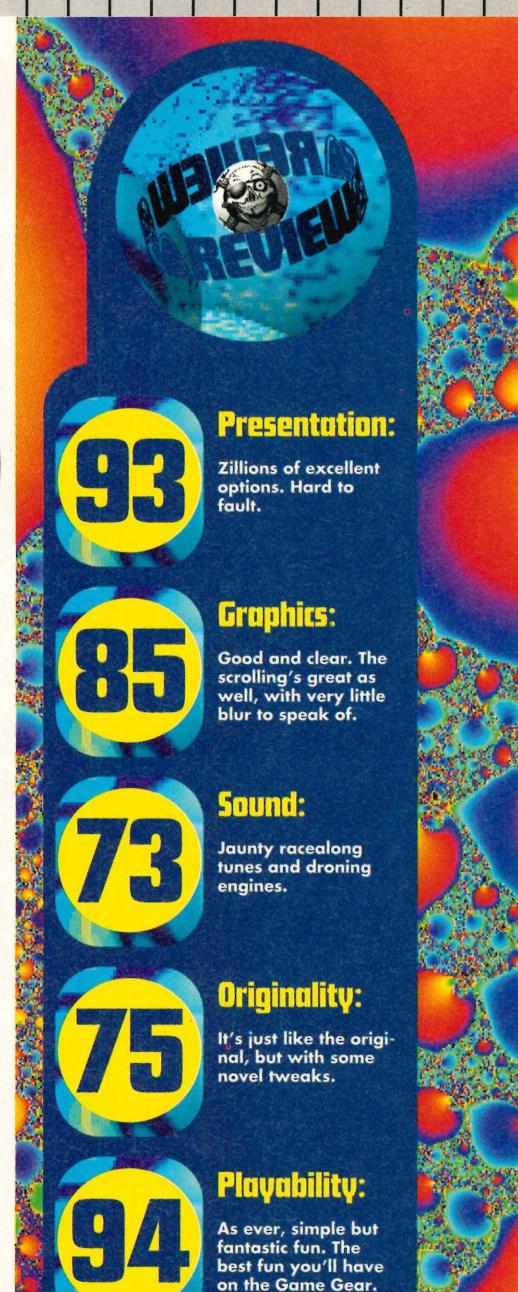
Codemasters have managed to create a racer that's even better than the original Micro Machines. Even if you manage to finish all the tracks in one player mode, the two player option (either via a link up or with two players on one Gear) guarantees that this will easily outlast most other portable titles - even those nice platformer ones. An essential title that no hand held owner can afford to miss.

COMMENT



RICHARD LEADBETTER

By keeping the gameplay simple, but adding extra tracks and bumping up the difficulty setting, Micro Machines 2 is every bit as wondrous as I had expected, with all the fun of the original game, and the bonus of some cool new game variations. It's also much more of a challenge, and anyone used to trouncing the computer drivers in the first game is in for a shock when they take on the maniacal nutters who bounce you off the track in this one. Also the circuits are much trickier, and it takes quite a few runs to get the hang of even the earlier ones, with their fast 90-degree turns and slightly ambiguous road markings. Undoubtedly, though, this is one of the best Game Gear games around right now, and even if you've got the original I'd say this is a worthy investment.



Presentation:

Zillions of excellent options. Hard to fault.

85

Graphics:

Good and clear. The scrolling's great as well, with very little blur to speak of.

73

Sound:

Jaunty racealong tunes and droning engines.

75

Originality:

It's just like the original, but with some novel tweaks.

94

Playability:

As ever, simple but fantastic fun. The best fun you'll have on the Game Gear.

91

Challenge:

Much, much tougher than the original game.

90

Lastability:

It'll take forever to exhaust all those play options.

92

OVERALL:

One of the coolest GG titles in existence.

next month

Next month we've got something pretty damned special up our sleeves, but we can't tell you what it is yet. Sorry, you'll just have to buy the mag next month to find out. You won't be disappointed though, that we CAN guarantee. Anyway, apart from our top-secret exclusive, we'll finally get around to reviewing the new **Batman and Robin game, Theme Park, Street Racer**, and if we're lucky we'll get a peek at the new **FMU** games for the 32X too. And, in addition to all that, we'll be bringing you a special report from the **European Computer Trade Show** and there'll be tons of news, previews and all the other bits and pieces you can only find in **SEGA MAGAZINE**.



SEGA MAGAZINE,

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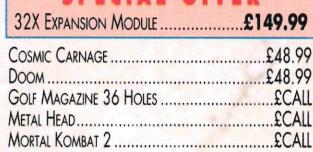
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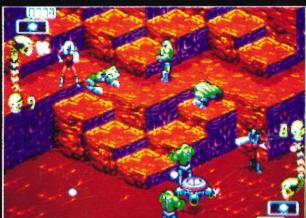
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